



11 EXCLUSIVE PLAYSTATION DEMOS

ANNA KOURNIKOVA, CROC 2, OMEGA BOOST, SPEED FREAKS, TOTAL DRIVIN', C&C, KINGSLEY AND MORE! PlayStation



Official
Australian

PlayStation®

AUGUST 1999 AUS \$10.95

Magazine 25



08

wip3out³

the future of playstation



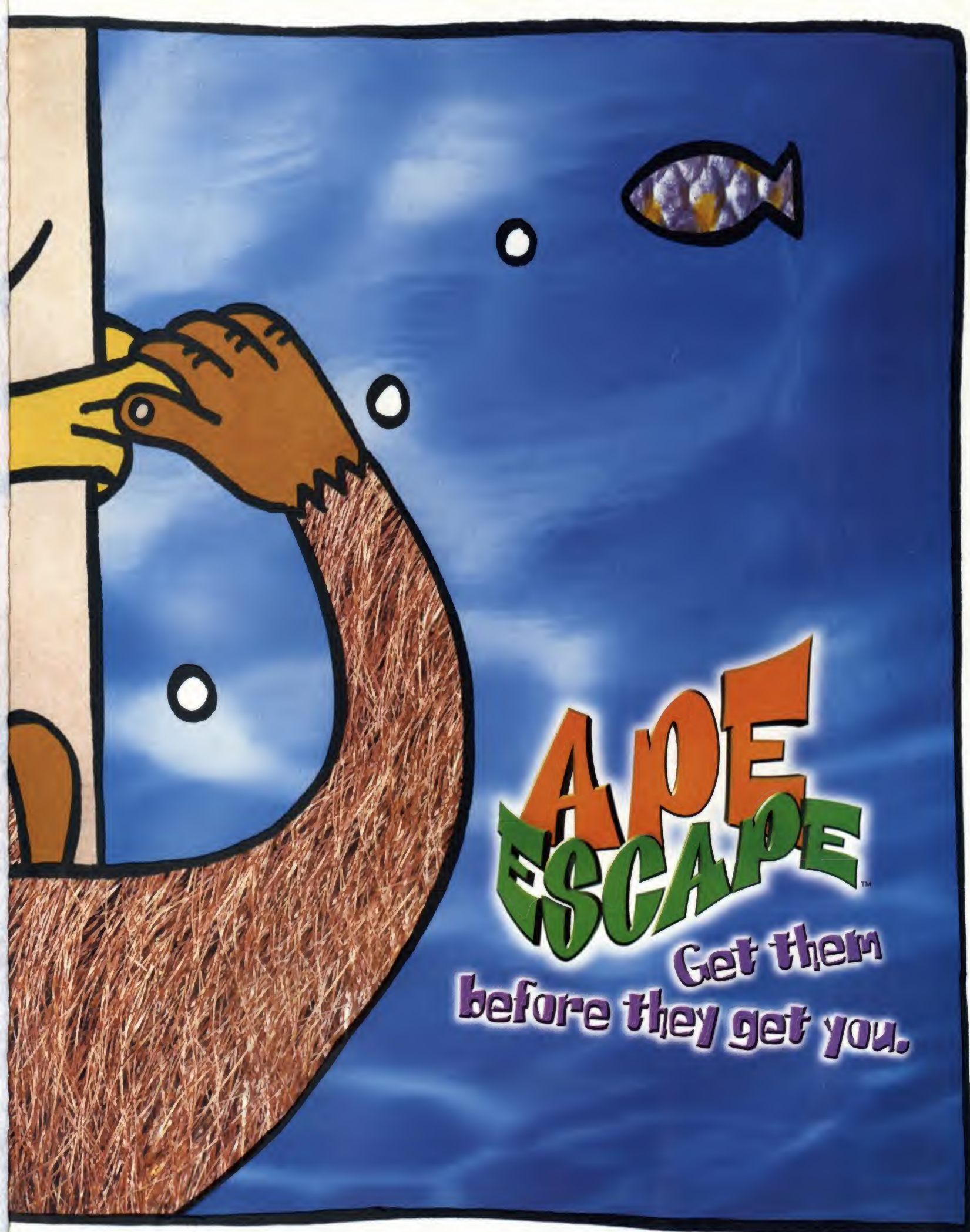
totaldrivin'



AUSTRALIA'S BEST SELLING VIDEOGAMES MAGAZINE

plus! ➤







Looks aren't everything, but you can't blame Sony for sticking Anna on the front of *Smash Court Tennis* and renaming the game slightly. It is lots of fun, and hopefully with Anna's beauty on the box, it should really go off. Find out why with our exclusive lead demo this month.

Command & Conquer: Red Alert is going Platinum and we celebrate the fact with a great new demo for you. See why it has sold so many copies.

We also have an exclusive playable demo of *Croc* as he undertakes another 3D platform romp. You can have a blast on *Omega Boost*, perhaps the best-looking 3D space blaster there has ever been. *Aironauts* and *Total Drivin'* are also ready for you to take control of, and we showcase two new Yaroze games for your enjoyment.

Finally, take a glance at our game of the month, *Speed Freaks*, with the great video footage we've managed to secure. It'll prepare you for the fantastic playable demo next month.



Style of Demo: Video
Style of Game: Kart Racing
Developer: Funcom

Speed Freaks

This month's lead review looks all the better off the page and in motion. Next month we have the playable demo, but this month you can witness the speed and excitement of the Freak show. Move over *Mario Kart* – the *Freaks* are coming through.



Style of Demo: Playable
Style of Game: 3D Platformer
Developer: Fox

Croc 2

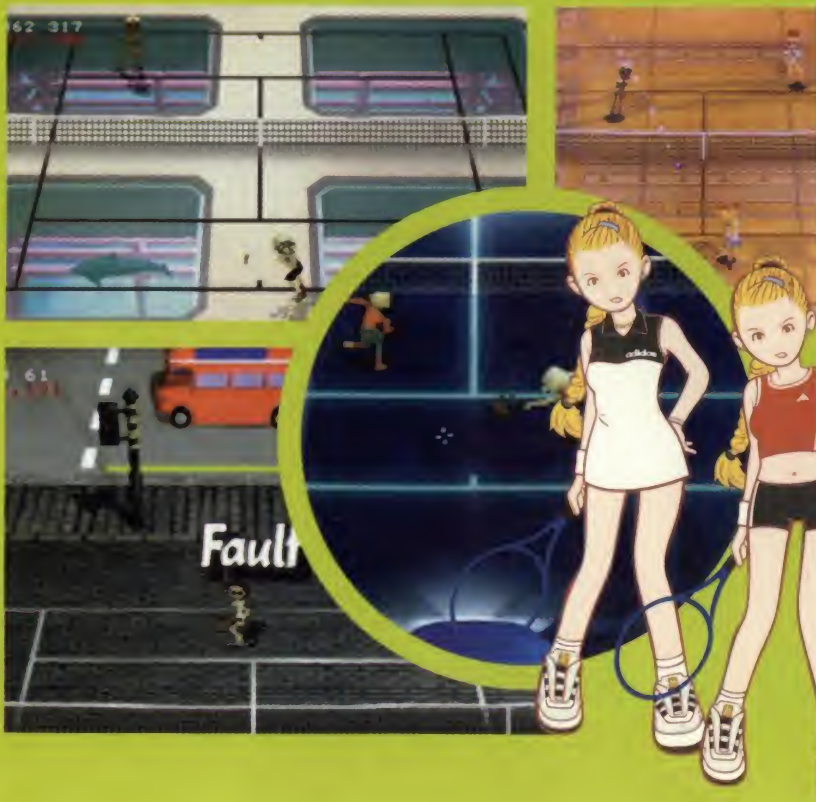
What is it with reptiles and platform games? Not content with a wisecracking gecko let loose on last month's disc, we now have a cute crocodile having full-on 3D fun. Hey, why worry about the gaming/animal crossover aspects when platforming is this much fun?



Style of Demo: Playable
Style of Game: Mini Tennis Fun
Developer: Namco

Anna Kournikova's Smash Court Tennis

Ever wanted to be in Anna's shoes? Well enough of your strange sexual fetishes, take your mind off such depraved thoughts with a quick game of mini tennis. This is one of the best multiplayer games ever invented.



Style of Demo: **Playable**
Style of Game: **Warfare Strategy**
Developer: **Westwood**

Command & Conquer: Red Alert

The original war game for PlayStation is heading for a Platinum release. Looks like word has spread about the addictive nature of little men invading foreign climes. As Robbie Williams sings on his new album, "come and have a go if you think you're hard enough".



Style of Demo: **Playable**
Style of Game: **Futuristic Flight Game**
Developer: **Take 2**

Aironauts

Imagine a game show of the future – and, no, Adriana Xenides isn't doing *Wheel of Fortune* anymore. Your job is to fly as though your life depends on it, for the enjoyment of watching millions. Here's your chance to practice quietly before you go on air...



Style of Demo: **Playable**
Style of Game: **Strategy**
Developer: **Net Yaroze**

Opera Of Destruction

Great name, great game. If you're going to wreak havoc in such a brutal way then you simply have to sing about it. We look forward to *Hymn of Brutality* and *Choir of Violence* to follow from the same programmer.



Style of Demo: **Playable**
Style of Game: **Driving Sim**
Developer: **Eutechnyx**

Total Drivin'

A huge hit in Europe, but a minor blip Down Under. So how come it shifted so many copies in countries you have to stay indoors for 10 months of the year? It may not be flash, but it's a damn fine driving game. Don't believe us? Check it out for yourself.



Style of Demo: **Playable**
Style of Game: **RPG Parody**
Developer: **Net Yaroze**

Time Slip

Another fine example of how far 'back-bedroom' programming has come in the '90s. Remember, these games are not for sale in the shops in any form; they're simply a showcase for the talents of these young designers.



Style of Demo: **Video**
Style of Game: **Pugilism Sim**
Developer: **Codemasters**

Prince Naseem Boxing

See one of the UK's most stylish and exciting boxers taking part in one of the most stylish and exciting boxing sims we've yet witnessed. Coincidentally they even share the same name – Prince Naseem. Truly a right royal fighting game.



Style of Demo: **Playable**
Style of Game: **3D Space Blaster**
Developer: **Polyphony Digital**

Omega Boost

If you've already got *Gran Turismo* on your CV then let's face it, you're never going to be cleaning the toilets at Tokyo's central underground station. Polyphony Digital moves its career up another notch with the best-looking space blaster we've ever seen.



Style of Demo: **Video**
Style of Game: **3D Platformer**
Developer: **Pygnosis**

Kingsley

Imagine Basil Brush legging it around the *Crash Bandicoot* platforms and you'll get an idea of how *Kingsley* works. The cheeky little Fox who is as daft as his brush will be appearing in a playable demo on this disc soon.



THE **BIGGEST**

Coming Soon



PLAYSTATION DEMO DISC EVER!

More details soon in *Official PlayStation Magazine*

Next Month's Disc has 10 Exclusive PlayStation Demos

- * Speed Freaks – Playable
- * Um Jammer Lammy – Playable
- * Tony Hawk's Skateboarding – Playable
- * Tekken 3 (Platinum) – Playable
- * Bugs Bunny Lost In Time – Playable
- * Evil Zone! – Playable
- * Rat Attack – Playable
- * Tank (Net Yaroze) – Playable
- * Decaying Orbit (Net Yaroze) – Playable
- * This is Soccer – Exclusive Video



Official PlayStation Magazine Guarantees The Best Demos – First!



Don't be fooled by other PlayStation titles, only one magazine can provide you with the inside track on PlayStation – and most importantly, get you demos of the big games first. We were first to bring you playable demos of all of these games:

- | | | | |
|----------------------|---------------------|----------------------|-----------------|
| * Abe's Exoddus | * Cool Boarders 3 | * Resident Evil 2 | * Syphon Filter |
| * Actua Ice Hockey 2 | * Crash Bandicoot 3 | * Ridge Racer Type 4 | * Tekken 3 |
| * Ape Escape | * Driver | * Rollcage | * TOCA 2 |
| * Bloody Roar 2 | * Gran Turismo | * Rugrats | * Tomb Raider 3 |
| * Colin McRae Rally | * Metal Gear Solid | * Spyro the Dragon | * V-Rally |

Now you can expect us to bring you these first, too!

- | | | | |
|----------------------|-------------------|----------------|-------------------|
| * Crash Team Racing | * Gran Turismo 2 | * Speed Freaks | * Tomb Raider 4 |
| * Dino Crisis | * Quake II | * Spyro 2 | * Um Jammer Lammy |
| * FIFA 2000 | * Resident Evil 3 | * The Phantom | * V-Rally 2 |
| * F1 '99 | * Shadow Man | Menace | * Wipeout 3 |
| * Final Fantasy VIII | * South Park | * The X-Files | |

PLUS THE VERY FIRST PLAYSTATION 2 DEMOS!

Only one magazine can guarantee all of this – that's *Official!*

The September issue: On-sale Wednesday 25 August

Make sure you don't miss out – turn to page 99 now and secure your issue by subscribing. Subscribers also receive their favourite game from six classic PlayStation Platinum titles – FREE!

NB: Due to circumstances beyond our control, all mag content is subject to change. We reserve the right to alter the contents of the Demo CD. Some games occasionally fail the tests that they are subjected to, but the line-up for PSM 25 is the one we expect to appear on the next disc at the time of going to press.

life begins at 3am.



go

MA 15

PERSONS UNDER 15 YEARS
MUST BE ACCOMPANIED BY
A PARENT OR ADULT GUARDIAN
DRUG USE, SEXUAL REFERENCES,
MEDIUM LEVEL COARSE LANGUAGE

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DOLBY DIGITAL IN SELECTED THEATRES

PREVIEW NOW at www.columbiatristarfilms.com.au

AT CINEMAS AUGUST 19

START

G'day!

From one monkey suit to another...

Having ditched the furry ape suit of last month, it was time to get suited and booted for the PSM Readers Top 50 Games Awards. With over 50,000 of you as guests it's worth making the effort. And; hey, we scrub up pretty well, don't you think? Over 2000 of you voted for your top three games and there were quite a few surprises – not least the fact that Jason looked good in a bow tie. Turn to page 54 for the glamorous event.

Two of the games reviewed this month also had a lasting impression on us, even though they were released too late to make your Top 50. *Speed Freaks* has kept us up well into the night, literally driving us round the bend as we uttered the phrase "just one more race" for hours at a time. And then in our states of sleepless dementia we were lead astray by the addictive nature of *Um Jammer Lammy*. The team became so obsessed that they were possessed by the spirits of the characters. Just look at the state of them with an embarrassed editor below.

Other things worth mentioning: Firstly, the free gift with this month's issue. If you're not in possession of our exclusive disc holder by now then contact your newsagent immediately in case they're using it for their Perry Como CD collection.

Secondly, *Wipeout 3* is on the way. We have a fantastic five-page feature on this beauty – find out why it's the future of PlayStation on page 36.

Finally, check out our reader survey. Tell us what you think of the mag and you can win some great Platinum games, Sony music CDs and top videos from Columbia. And with that I'll bid goodbye for another month and let you get on with the mag.

Cheers,

Kobley



The PSM Team



Jason Hill

Believe it or not Jason didn't need to wear a wig for this shot – he just slept badly. "I woke up and couldn't do a thing with my hair," said the normally well-groomed Dep

Ed. He was last seen heading off to see the Cleo beauty editor on the floor below.



Judie Siu

Always on the vanguard of fashion, Jude was the only member of the team that actually had to dress down for the photo shoot. "These shoes are just 5000 five

minutes ago..." she was heard to utter before changing back into her work clothes.



Fiona Tomarchio

"I like to think my look is an eclectic mix of ironic '80s retro, combined with plastic post-punk and new wave over-

tones," said Fiona. "Possibly even neo-glam in some respects..." More like she's run through a second-hand clothes store with her eyes closed.



Naomi Gordon

The team's pop guru had no problems transforming herself into a *Jammer Lammy* star. The wig looked great, the clothes were fantastic, she had all the right moves

and if her voice didn't sound like a cat being strangled, pop stardom would surely beckon.



Andrew Iredale

Mild-mannered Andrew isn't really a sex, drugs and rock and roll kind of guy, so when he told us he was a speed freak we were somewhat taken aback. He meant of

course that he's addicted to the game he's reviewed. *Speed Freaks* is on page 82.



Richie Young

Just a little too keen on his lipstick and very pretty in pink, we saw a side to Richie that none of us had ever seen before. (Or hope to see again...) Is Richie a cross-

dresser? He certainly looked disappointed when he had to give the wig back...



Nino

"Music? Ah, yeah, great game. That and *Bust-A-Groove* are the way ahead for PlayStation..." When asked what his thoughts on music were, Nino was still

unable to divorce his mind from PlayStation. But then it is a marriage made in heaven.



Georgia Moxham

Like the blonde one out of Abba, Georgia is already a Goddess in the eyes of many of you. No need for a wig, she's the ultimate pop babe. We're actually going to start

a GM fanclub soon, so get your applications in now for membership.



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THE
READERS
TOP 50
GAMES
AWARDS

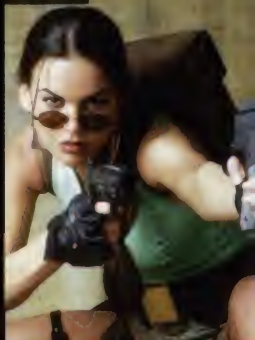


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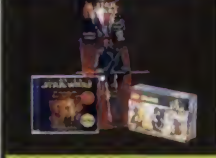







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Editorial Address
Official PlayStation Magazine
 ACP Publishing Pty Limited
 54 Park Street
 Sydney NSW 1028
 Telephone: ☎ (02) 9282 8356
 Fax: (02) 9282 8862
 E-mail: playstation@acp.com.au

Subscriptions
 Reply Paid 764
 Sony PlayStation
 GPO Box 4967
 Sydney NSW 1028
 Telephone: ☎ 9260 0000 (Sydney callers)
 ☎ 1800 252 515 (elsewhere - Freecall)
 Monday to Friday (8.30am-7pm EST)
 ☎ (02) 9267 1088 (after hours)
 Fax: (02) 9267 4363

The Official Team

Editor
 Rob Pegley

Art Director
 Judie Siu

Deputy Editor
 Jason Hill

Chief Sub Editor
 Fiona Tomarchio

Designer
 Naomi Gordon

Editorial Assistant
 Richie Young

Contributing Editor
 Andrew Iredale

Writers: Stuart Clarke, Steve Polak, George Soropos, Mike Wilcox, Mike Goldsmith, Pete Wilton, James Price, Daniel Griffiths, Steve Bradley, Keith Stuart, Sam Richards, Alex Bickham, Steve Merrett, Dan Mayers, Andrew Collins, Arron Taylor, Steve Faragher, Kieron Gillen, Dean Evans, Nicolas di Costanza, David Harrison and Oliver Hurley

Photography: Georgia Moxham, Richie Young, Gary Trinh, Georgie Cole

Illustrations: Paul Ray McVilly

Behind the scenes
National Advertising Manager
 Rachel Lavell (02) 9282 8466
Advertising Victoria Eiran Trethowan (03) 9823 6305
Production Manager Dean Porter
Production Editor Paul Dempsey
Editorial Coordinator Maha Lolas
Marketing Director Karen Deveson
Senior Brand Manager Danielle Govers
Distribution David Johnstone
Circulation Manager Carolyn Deall
Research Katrina Neal
Advertising Sales Director Peter Zavec

In the suits
Publisher Nick Chan
Publisher's PA Lesley Williamson
Managing Director John Alexander

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PLANET PlayStation

In Planet PlayStation, PSM travels the globe in search of the latest news, the best accessories and the most important people in the PlayStation World.



Look, even Disneyland wasn't built overnight...

HOLD ON TIGHT, A NEW THEME PARK GAME IS SCREAMING YOUR WAY

BIGGER THAN DISNEYLAND!

JASON HILL FEELS GIDDY AT THE PROSPECT OF RIDING HIS VERY OWN HAIR-RAISING ROLLER COASTER



When wandering around the park, whatever you do, don't stand under the corkscrew.

Want to build the scariest roller coaster the world has ever seen? Or make a million out of T-shirt and junk food sales? *Theme Park World* will give you another chance.

Bullfrog, makers of the original *Theme Park* and the infectious spin-off *Theme Hospital*, will be bringing PlayStation owners more fairground frivolity early next year. And they're promising a revamp on the scale of turning Luna Park into Disneyland.

The game will allow you to create loads of different zones in your theme park, including fantasy, space, Halloween and the Lost Kingdom. You'll be able to use your imagination and actually construct your own killer roller coasters, as well as go-kart tracks and boat flume rides, and plonking down countless pre-constructed rides in your park. Better still, you'll be able to wander around the park and experience the thrill of any of the rides for yourself. Cool.

But it won't all be fun and games. You'll also have to juggle the books and make sure the punters are happy, well fed and not constantly stepping on the messy after-math of your stomach-churning rides. Economic expertise will be essential if you are to progress through the game's eight levels and keep your visitors happy.

Theme Park World runs in the PlayStation's high-resolution mode and already looks stunning. We'll have a more detailed look at this new addition to the popular *Theme* series in an exclusive PSM feature next month.



This could be a case for Mulder and Scully...
The X-Files: The biggest mystery is how it's taken so long for the game to be released.

THE GAME IS OUT THERE

Mulder, Scully and the Cigarette Man will be smoking onto PlayStation soon.

Sony and Fox Interactive have joined forces to bring *The X-Files* to the PlayStation, with an original plot written by the spooky show's creator, Chris Carter, and video footage of stars David Duchovny and Gillian Anderson especially filmed for the game. You play a new character, FBI Agent Craig Willmore, but Mulder and Scully, along with other *X-Files* characters, including Skinner and the Cigarette Man, make appearances.

The game's full-motion video segments are high quality and match the eerie atmosphere of the paranormal series. Trust no-one until the game is released in September.





Mike showing off with a forward air spin.



Mick Banno, the "Thunder from Down Under".



Mike begged for a "pee in wetsuit" button.



Seconds after this pic Mike was eating sand.



The game's so bright, you gotta wear shades.

SICK! PLAYSTATION IS CATCHING ITS FIRST SURFING GAME

SURFIN' PSX

MIKE STEWART TO MAKE WAVES THIS SUMMER


A nine-time world champion, Mike Stewart is the biggest name in "shark biscuit" surfing, and helped Australian game designers Gee Whiz Entertainment with manoeuvres and wave motion for *Mike Stewart's Pro Body Boarding*.

"Our goal is to recreate the surfing experience as realistically as possible, from pulling into deep barrels, to launching airs, to wiping out," says creator Robert Walsh, from the surfing mecca of the Gold Coast.

"We chose body boarding because it is so visually exciting, the manoeuvres are so inno-

vative and varied, and because it has never been done properly before. And body boarding and computer games appeal to the same market. Body boarders are already into computer games, they've just never had their own game before."

Players can surf at locations all around the world, including Australia's Shark Island and Hawaii's Pipeline. An original surf soundtrack featuring Aussie musos will accompany the action. There's also a range of characters and boards to choose from.

The title will be released in November. 



"Brazilian Bomb Shell" Carmen Fuentes.



Hello cheeky!

BYTES

Sony will unveil PlayStation 2 to the world at the Tokyo Game Show in September. The father of PlayStation, Ken Kutaragi, will be spilling details on launch titles and a price point for Japan, and rumours abound of a pre-Christmas Japanese launch.

The stage is set for a *Final Fantasy* film. It is scheduled for 2001 and will be completely computer-generated by Square. Voices will be supplied by Alec Baldwin, Steve Buscemi, Donald Sutherland and James Woods.

Konami is releasing a PSX version of arcade smash *Guitar Freaks*, which lets players mimic Jimi Hendrix. Can't wait for the guitar peripheral...

Sequel-arama. Sequels in the pipeline include *Toshinden 4*, *Wild Arms 2*, and even updates of relics *Dragons Lair* and *Prince of Persia*.

Yet another company has been granted a license for Formula One games. Hasbro will be able to produce F1 games for the next five years.

Meanwhile, MTV and THQ have inked a deal to produce extreme sports games, including skating, boarding and even a rodeo game. Rumours of a cow-sized bucking peripheral for the game were dismissed by THQ as bull.

BE AFRAID



Fear Factor from Eidos is an action adventure, which looks refreshingly different. It's *Resident Evil*-meets-*Blade Runner*-in-a-manga-style. You take control of three mercenaries as they attempt to find the missing daughter of a power leader of the Hong Kong Triad. The Anime-style characters travel through a variety of locations, from the streets and roofs of Hong Kong to the jungle, and finally to the depths of Hell itself. The backgrounds look spectacular and are pre-rendered, with cinematic camera angles adding atmosphere. There are over 100 environments across eight worlds. The three characters have their own fighting styles and include an



"Take a left at the depths of Hell."

ex-military tough-nut, a psychotic brooder and a curvy spy. They have a massive arsenal of weapons, including meat hooks, blades and throwing knives, as well as handguns, rifles, grenades and rocket launchers. We'll badger Eidos for a preview version.

FROM THE MAN OF STEEL TO A MAN OF STEEL

The future of law enforcement is coming to PlayStation

Put down your joypad. You have 20 seconds to comply. *RoboCop* is coming to a PlayStation near you. French softco Titus, currently putting the finishing touches to *Superman*, has secured the rights to produce a *RoboCop* game.

The game will be a first-person shooter set in Detroit City with you playing the hard-as-nails cyborg. No doubt there'll be ample opportunities to shout: "dead or alive, you are coming with me."

RoboCop won't be released until late 2000.

"I can't see a thing in this costume."



MONSTERDELAY

Outstanding action adventure *Legacy of Kain 2: Soul Reaver* from Crystal Dynamics has fallen foul of the slippage monster yet again. Eidos promises it will be released this month...

Originally scheduled for a March release, the game had already slipped to May and then again to June. *PSM* reviewed a seemingly perfect version of the game way back in our April issue (*PSM 21*), so we're still puzzled as to what's going on. It received 9/10 and was labelled "like no other game there has ever been before". Hopefully we'll all be wandering about the spectral plane with Ralzeil by the end of the month.



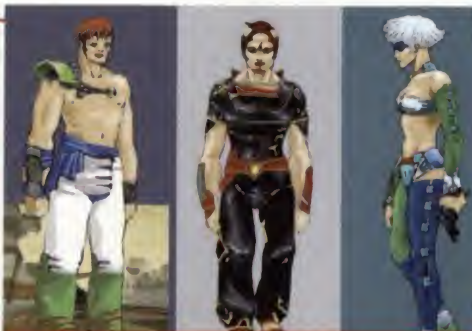
Ralzeil was always boasting to the other vampires about his sexual conquests with voluptuous women.



A lean, green, sexually ambiguous Mr Bowie.



Pout by Posh Spice, head wear by Speedo.



Now this is what you'd call a Space Oddity!



Could be the ideal game for, erm, Absolute Beginners.

DAVID BOWIE POPS ONTO PLAYSTATION

MAJOR TOM TO OMIKRON

FROM ZIGGY STARDUST TO DIGITAL IMMORTALITY

Eidos' already very promising *Omikron: The Nomad Soul* received a big boost when the giant publisher signed legendary musician and computer-buff David Bowie.

Bowie has supplied original music for *Omikron* and appears in the game as Boz, leader of the Awakened.

The artist-formerly-known-

as-Ziggy penned eight new songs for the game and spent several weeks with developers Quantic Dream. Bowie and his band also appear in the game as musicians in several pubs in Omikron city.

"Eidos' *Omikron: The Nomad Soul* has never-before-seen features," said Eidos boss Charles Cornwall.

"It's set to be a massive, leading-edge game. David Bowie's involvement endorses the quality of the game, and the fact that worldwide entertainment stars realise the value of the computer games market is an essential ingredient of the entertainment mix." (Either that or they paid him millions.)

Mr Bowie said he moved

right away from the stereotypical industrial game music sound when creating the songs for the project. "My priority in writing music for *Omikron* was to give it an emotional subtext."

Omikron has been in development for over two years and offers four cities to explore, 100 characters and virtual reincarnation.



THEY SMELL NICE AND ARE GOOD AT IRONING, BUT SURELY LADIES KNOW NOTHING ABOUT GAMES? THIS ONE BEGS TO DIFFER...

So you think the prices of games are a bit steep? Quit complaining... When you consider that they cost the same or less as a PC game, you're getting a pretty good deal. For starters, you'd have to fork out around \$3000 for a decent computer setup to play a PC game. A PlayStation sets you back a mere \$199 - and you get a Dual Shock thrown into the bargain worth \$60.

Everything else you need for PlayStation Perfection most people already have: a telly (I'm talking big - no smaller than 68cm) and a mean set of speakers to pump out the sound effects. Don't have a hi-fi system? Er, well, it's not essential...

No matter how hard PC gamers try, they're not going to convince me that sitting in front of a PC for hours is comfortable. You can play your PlayStation in bed if you so desire... (Or one of the comfy chairs we showcase on page 26.)

Also, it's not as if paying full-price for a new PlayStation release is your only option, either. You can rent games from your local video store, or wait till it shifts 500,000 units worldwide and becomes Platinum, with a retail price between \$40 and \$50.

But with new releases such as Anna Kournikova's *Smash Court Tennis* wearing a skimpy price tag of just \$59.95, who can complain?

Perhaps you should turn to our creators special on page 69 and start appreciating of how much time and work goes into a game...



The price tag of many new releases is below the \$70 mark.

THE GAME IS UP FOR PIRATES

...And we don't mean those guys with wooden legs and parrots. Sony is getting tough with copycats.

Sony Computer Entertainment Australia has announced a new national campaign to stamp out piracy of PlayStation games. Managing Director Michael Ephraim said piracy accounts for up to 30 per cent of game sales in the marketplace, which represents a huge loss to legitimate businesses in the Australian games industry. SCEA has enlisted one of Australia's leading law firms, Allen Allen & Hemsley, and the Price Waterhouse Coopers Dispute Analysis and Investigations department to help track down pirates. When caught, pirates face heavy penalties for copying and distributing illegal PlayStation software, including fines and prison. Minister for Justice and Customs, Amanda Vanstone, announced that Customs and the Federal Police will lend their support to the new venture. PWC Investigations partner Paul Carter said "our team of investigators and computer forensic experts across Australia has the capacity to pursue virtually any lead into any location." Search warrants have already been issued in some cases.

PSM recommends you e-mail piracy@playstation.com.au or call (02) 9324 9500 if you have any information on piracy.



Ephraim: Simply had enough of piracy.

MONKEY BUSINESS

Fox to capture Homo Gamians in Planet of the Apes

Who can forget Charlton Heston's chest hair ripping performance before a fallen Statue of Liberty? Not since he lacerated rival charioters in *Ben Hur* did the big Char look like he was having so much fun. Well now you too can join the monkey madness, taking on the role of lone human Ulysses trapped on the Planet of the Apes.

Fox sent us the first screenshots of the PlayStation version of *Apes*, and it's looking fabulous. Catapulted 1000 years into the future, this 3D action-adventure begins when you crash-land on a strange world populated by mutated apes. Could this be Earth? Answers accumulate as you begin to explore the game's 15 huge levels, split into 70 sub-levels. You'll take on armed gorillas, rouge baboons, mandrill assassins plus mutant rats, bats and hyenas. Through using three action modes (stealth, normal and athletic) *Planet of the Apes* combines softly-softly creeping with hand-to-hand combat and firing rifles, lasers and hi-tech weaponry.

The price tag of many new releases is below the \$70 mark.

"SO GOOD IT LEAVES SKID MARKS ALL OVER McRAE"

PLAYSTATION PRO



16 world rally
championship cars
(10 bonus cars)



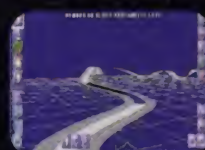
4 player mode on
one PlayStation
(multi-tap)



Animated driver
and co-pilots



92 tracks across
12 different countries



The most advanced
track editor and
generator ever seen



Ultimate realism
with full damage
and particle build up



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V-RALLY²

CHAMPIONSHIP EDITION

PETT 501457

global domination

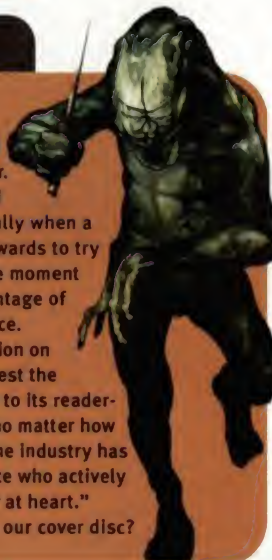
UK They're awfully nice chaps you know...

Resident Evil was the first of its kind. By marrying Hitchcockian suspense with *Zombie Flesh Eaters* gore, it proved to be as lucrative as it was unnerving. This, accompanied by a controversial marketing campaign around the world, signalled the birth of a new controversial genre targetted at older gamers – Survival Horror.

Silent Hill is the latest and greatest Survival Horror game to be released, and scored an astonishing 10/10 in our sister publication in the UK this month. Usually when a game receives such an impressive score, the magazine will be falling over backwards to try and put a demo of the game on its cover disc. But with a climate in the UK at the moment very concerned about the impact of violent videogames, and a significant percentage of the magazine's readership under 15 years of age, the magazine had to think twice.

The UK mag's columnist, Catherine Channon, said *Silent Hill*'s possible inclusion on the demo disc put them in a quandary: "On the one hand we're here to nab the best the PlayStation has to offer and slap it on a disc. On the other hand, PSM has a duty to its readership. One of responsibility. One of morality. And one which couldn't be ignored, no matter how good the game. As a consequence, *Silent Hill* has been removed from the disc. The industry has grown up. And *Silent Hill* isn't a game for children. It's aimed at an adult audience who actively want to be scared. Which is fine. But it could prove a little strong for the younger at heart."

Do you think we should feature *Silent Hill* and other MA 15+ rated games on our cover disc?



United Kingdom All-format top 10



1 (1) Ridge Racer Type 4	Sony
2 (2) Metal Gear Solid	Konami
3 (NE) GTA Double Pack	Take 2
4 (NE) Warzone 2100	Eidos
5 (4) FIFA '99	EA
6 (NE) Rugrats	THQ
7 (9) Premier Manager '99	Gremlin
8 (8) Civilization 2	Activision
9 (7) A Bug's Life	Sony
10 (6) Monaco Racing Simulation	Ubisoft

United States All-format top 10



1 (NE) Lunar: Silver Star Story	Working Designs
2 (2) Final Fantasy VIII	Sony
3 (5) Metal Gear Solid	Konami
4 (9) Gran Turismo	Sony
5 (NE) WWF Warzone	Acclaim
6 (NE) Syphon Filter	Acclaim
7 (NE) Resident Evil	Capcom
8 (NE) Tekken 3	Namco
9 (10) Need For Speed: High Speed	EA
10 (NE) Xenogears	Square

US From the land of opportunity comes...



Acclaim has announced a major coup for X-Games and BMX lovers. A brand new BMX-based dirt bike game featuring BMX stars Dave Mirra and Ryan Nyquist will be released sometime in the American Autumn of 2000.

Acclaim says it will focus more on tricks and stunts than a straight out racing game. Courses and obstacles will include plenty of ramps and jumps so stunts can be attempted. The title has not been committed to any system as yet, however, it can be assumed it will make an appearance on your trusty PlayStation. Representatives also suggested that it might also appear on the next generation PlayStation that will be released in the States around the same time.

Mirra and Nyquist were both champions in various events at recent X-Games and have tied in sponsorship deals with their appearance in the game. The project is still in early stages and is yet to be christened with a name. All looks promising but PSM reckons Nicole Kidman should get her *BMX Bandits* back together and show those Americans what BMXing is all about.

JAPAN The land of the rising games...



PSM's sources from the orient give us good word that Konami's new 3D blaster is looking great, even though it's being overshadowed by the release of *Metal Gear Solid: Integral* (MGS: VR Missions here in Oz). *Gungage* hasn't received much attention at all, but what has been seen so far indicates another beauty will eventually hit our shores. It's looking to be a *Tomb Raider*-ish styled shooter where destroying humongous monstrosities equipped with heavy artillery is the aim of the game.

You're basically a soldier on walkabout with guns and bombs in your pockets. *Gungage* will have guys and gals to keep all punters happy, but the main drawback will be the heavy weaponry and the impressive pyrotechnics that appear. Screenshots look very impressive, particularly the foreground detail.

Meanwhile, developers of *MGS: Integral* are busy keeping all the voyeuristic gamers happy. It seems Japanese gamers are quite a perverted bunch, as gratuitous footage of Naomi and Mei Ling was in high demand for this new release. Naomi will appear in a new 3D stage where gamers can take photos of her in a variety of different angles. Our hormones rage on and on...

Japanese All-format top 10



1 (NE) Saga Frontier 2	Square
2 (3) Um Jammer Lammy	Sony
3 (NE) King of Fighters '98	SNK
4 (NE) To Heart	Aqua Plus
5 (NE) Chocobo Racing	Square
6 (NE) Sound Novel Evolution 1	Chun Soft
7 (2) Densha De Go!	Taito
8 (7) Gallop Racer 3	Tecmo
9 (NE) Ko Sodate Quiz Motto My Angel	Namco
10 (NE) Final Fantasy Collection	Square

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Check out the pod on her!



Lord Vader barely out of nappies.



Sebulba uses his V8, turbo-charged pod racer to attract women.

LUCASARTS SPARK UP THEIR ENGINES

PODALMIGHTY! A NEW STAR IS BORN

EPISODE ONE: RACER FLYING TO A PLAYSTATION NEAR YOU

LucasArts has confirmed *Star Wars Episode One: Racer* should be released on PlayStation in September. It should hit the shelves around the same time as the much delayed *The Phantom Menace*.

For those who haven't seen the film (where have you been?) a pod racer is a couple of dirty great big jet engines attached to an ultra-light pilot capsule.

In the world of mechanics, lightweight generally means fast speed, and these things are lightning quick. Once you've upgraded your pod by winning cash, it'll reach speeds of around 1000km.

There's also going to be a huge range of tracks to race on, 25 in all, of progressively increasing difficulty.

The game is split into three tournaments: amateur, semi-pro

and galactic, and completion of these three open up access to four invitational circuits.

From what we've seen, these latter tracks offer a very difficult challenge, to say the least. What makes them so hard? How about dodging Tuskan raiders on a trawl through Tatooine, whipping through meteor storms and storming across seething methane lakes?

All of that, combined with switch-back corners and girder-encased corkscrews, means you'll be needing fast reactions to get round the first lap, let alone the next couple.

The action takes place across eight worlds, each of which has its own distinct landscape. Preview code is racing it our way. Don't miss next month's PSM.

IT JUST GETS BETTER AND BETTER....

THE MORE YOU PLAY COLIN MCRAE RALLY

Released: July 1998

Platinum release: July 1999

From: Codemasters/Ozisoft

Style: Rally simulation

Even with the release of the superb *V-Rally 2* (10/10, PSM 24) last month, that McRae chap is still a great Platinum purchase. When *Colin McRae Rally* was first released, PlayStation owners were amazed at its incredible realism. It remains probably the most demanding driving simulation on Sony's wonderbox, requiring immense concentration if you want to improve your lap times and master slip-sliding around the demanding courses. Drivers need to carefully listen to the navigator calling the corners and obstacles, and set up

the car before cornering. Otherwise you risk driving off the track, rolling the car, or even driving off the side of a cliff. You compete across the rolling hills of New Zealand, rugged terrain of Greece, snowy mountains of Monte Carlo, dusty plains of Australia, snow and ice of Sweden, twisty coastal roads of Corsica, exotic jungles of Indonesia, and the muddy forests of the United Kingdom. Codemasters rarely produces a dud, and are masters of entertaining racers. From the incredible realism of *McRae* and *TOCA* to the outrageously fun *Micro Machines*, Codies is all class. We still love sliding sideways with Colin around a corner at breakneck speed, and it just gets better and better the more you play it.

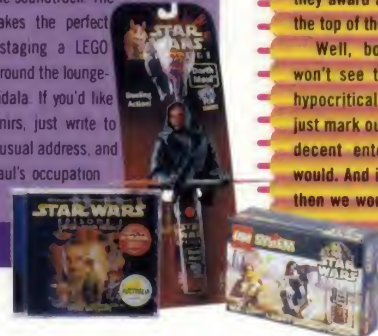
Jump into a Subaru for less than 40 bucks.



GALACTIC GIVEAWAYS

To celebrate the imminent release of two *Episode One* PlayStation games, we've cracked open the PSM piggy bank and bought some *Star Wars* goodies to give away. The first prize is from the new LEGO *Star Wars* range, a lightsabre duel between baddie extraordinaire Darth Maul and bearded Jedi Qui-Gon Jinn. The little LEGO men even have capes. How cute! PSM is sure they make them for grown-ups, they're wasted on the kiddies. Next up is a Darth Maul spin pop. You press the button and the Chupa Chup spins around in your gob as Darth waves his lightsabre around. Finally, to add atmosphere while you're playing with your *Star Wars* toys, we'll throw in the *Star Wars: Episode One* soundtrack. The John Williams musical score makes the perfect accompaniment whether you're staging a LEGO lightsabre battle or just prancing around the lounge-room pretending you're Queen Amidala. If you'd like these wonderful *Star Wars* souvenirs, just write to "Use the Force" care of PSM at the usual address, and tell us your guess as to Darth Maul's occupation before he was a bad Jedi.

We wish we could enter.



DUMMY SPIT

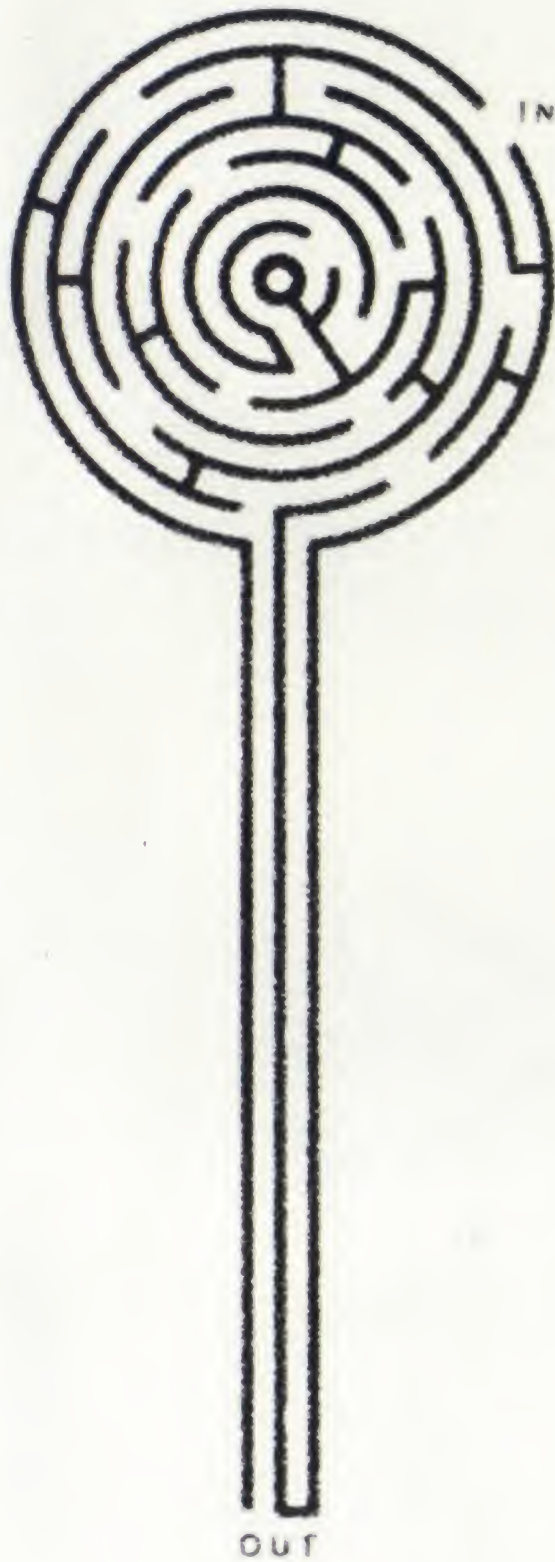
Richie Young is a little devil, ready to spew...

What is it with videogames magazines and percentages? The hypocrisy and inadequacy of such an over-elaborate and unworkable system drives me mad. Any normal entertainment mag which rates films, videos or music CDs, marks with five stars or gives a score out of 10. If a film gets 10/10, the mag isn't saying this is the greatest film ever and will never be bettered, it's simply saying that it's such a fantastic film you shouldn't miss it.

Of the games magazines that mark with a percentage, how many of them have you ever seen award a game 100%? I'll tell you how many... None of the buggers have! The scale is usually only between 32% and 96%. I flicked through a copy of an unofficial title recently and of the 24 games reviewed, all fell between 70% and 93%. How accurate is that? The problem is that 100% sounds so much larger than 10/10 that it's too unwieldy to award a game such a lofty exacting mark. But who would argue that *Final Fantasy VII* or *Gran Turismo* were not worth 10/10?

So why a percentage? My theory is that a percentage gives more of a feeling of a scientific approach. It gives the impression that a quantitative test is applied to the reviews. My arse it is! It's a nice idea, but it doesn't happen. When a game gets 79% for sound, does that mean the reviewer sits in a sound-proof room ticking through 100 criteria for music and sound effects and gets a tally of 79 at the end of the test? Of course not. They sit in front of the telly and if the game soundtrack doesn't piss them off too much, they award a reasonable score off the top of their head.

Well, bollocks to that. You won't see this mag giving some hypocritical 52% for sound, we'll just mark out of 10 in the way any decent entertainment magazine would. And if a game deserves 10 then we won't be afraid to award it that.



Get through a 

on the periphery



V3 PlayStation steering wheel

Hardware company InterAct has attained "Officially Licensed" status for its new V3 PlayStation steering wheel. It should be available from Sony this month for \$109.95. Mad Katz, the wheel manufacturer currently enjoying Sony's backing, will apparently retain its own license despite this new deal.

Sporting a fully adjustable wheel with 300 degrees of rotation and a telescopic steering column, the V3 purports to be the most innovative and comfortable steering system yet devised for Sony's console. You can even use it while sitting on a sofa, as the base can be secured beneath your legs. Naturally the kit comes complete with two heavy-duty foot pedals attached to a highly stable base, so you can't accidentally kick them over. Handily, the wheel also auto-centres to ensure accurate calibration, and features "user defined sensitivity control" so you can make the steering heavy, light or just right. As for software compatibility, product manager Jamie Pugh assures *PSM*, "Our V3 wheel has always worked with all first- and third-party releases, proving 100 per cent reliability and excellent internal engineering." Smart.



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Colin McRae Rally VS V-Rally 2



Gentlemen, start your engines! Rally champion Colin McRae has been sitting pretty in his car for quite some time, but how does Mr McRae compare against the new kid on the block?

Colin McRae Rally	Game name	V-Rally 2
\$49.95 (Plat)	Price	\$89.95
Codemasters	Developed by	Infogrames
Codemasters gave us this gem, as well as <i>Micro Machines V3</i> , <i>TOCA</i> and <i>TOCA 2 Touring Cars</i> . A fine tradition in racing history, some might say!	Who have done what?	Infogrames brought the ground-breaking <i>V-Rally</i> to the world. <i>V-Rally</i> set a new benchmark for rally games on home consoles.
Both games are excellent in their own right. They do share some similar aspects, though <i>Colin McRae</i> looks a little tired compared to the new thoroughbred in the next stable.	Are they not rather similar?	<i>V-Rally 2</i> has more options including a four-players split screen and an arcade mode. The extra options alone puts <i>V-Rally 2</i> ahead.
1-2 players.	Players?	1-4 players.
<i>Colin McRae Rally</i> has both 2WD and 4WD models including the Subaru Impreza, Ford Escort, Skoda Felicia and a VW Golf GTI. All great, fun and fast cars.	So mate, what's she got under the bonnet?	There are 20 official cars (seven world rally cars and 13 kit cars) as well as other bonus cars and hidden rally greets. You won't be disappointed by the cars on offer here.
9/10	PSM score	10/10
Yes - a great game for just \$49.95! (See page 93.)	Worth a purchase?	Parting with your hard-earned dollars for a game of this quality is definitely worthwhile.

RE-VOLT™



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Stirring up the dust

What makes a really good rally driver? *PSM* caught up with the legendary Ari Vatanen, who contributed to the development of *V-Rally 2*, for some pointers on how to get to grips with those mountain-top corners.

During the '70s and '80s, Finland's Ari Vatanen was at the top of his game. When it came to driving cars as fast as humanly possible through mud-soaked forest tracks, the guy knew no equal. The early '80s saw him with a Championship title under his belt for Ford, before moving on to Peugeot and the soon-to-be-legendary 205 Turbo.

These days he still competes in events like the extreme UAE Desert Challenge and the Atlas Rally, but when he's not in the car, he's in Infogrames' studios helping out on the development of *V-Rally 2*.

PSM: How long have you been driving? Since you were knee-high to an exhaust pipe?

AV: I've been behind the wheel professionally for 25 years. Illegally for 35!

PSM: How did you first get into it?


AV: Like most things, by being passionate about it. How I became passionate about it, coming from East Finland and having seen my father die in a car accident, is a different question...

PSM: We imagine you crashed fairly often when you were learning how to throw cars round muddy corners at top speed...

AV: Yeah, but that doesn't come into it – the danger doesn't really count. Life is risky. We are mortal. Maybe in my profession it might be more obvious but whatever your heart or inner voice tells you to do, you've got to do it.

PSM: How does it feel to win a race?

AV: Great. But I can tell you it has a far bigger impact on you when you're leading a race by six minutes and you should be cruising to the finish line, and you make a stupid mistake and go off the road. Crushing defeat, that has a big impact on you. Okay, to win a lot is very nice; it's a compliment to your work because you've excelled at something. But in the long-term it's more important to lose.



"I've always been interested in rallying, it must be in my blood or something..." – Ari Vatanen

PSM: Did you have trouble passing your official driver's licence?

AV: Getting a licence was easy. I got it on the same day as my 18th birthday – but getting it back after all those speeding fines was much more difficult!

PSM: Really? How many driving offences have you been done for?

AV: No, no. I'm joking. I've never lost my licence. Would you believe I'm a very reasonable driver, considering what I do for a living? In fact, at the moment I'm driving a Citroen diesel estate.

PSM: How much reliance is there on the co-driver? Is it a near telepathic relationship?

AV: They have to be professional and I have to get on with them, which isn't always so easy! It's not telepathic; it's a question of trust, which can only be built over time.

PSM: You've had some pretty bad smashes in your long career. Ever thought of packing it in?

AV: After a crash it's no good thinking backwards. You learn a valuable lesson, but you need to keep looking forwards.

PSM: Guess it must be a pretty expensive business? What's the best way to get into it?

AV: Well, if you want to save money keep your hands off motor sport. But, then again what's the point of not following your dreams in life?

PSM: How have the cars changed technologically?

AV: It's true, technology has come on in leaps and bounds over the last 10 years. But the driver can always get used to the new situation. It's amazing what the engineers can do these days. They can do these fantastic electronic management systems and electronic sensors and all sorts. But despite being the best motor engineers in the world, they still can't build a waterproof car...

PSM: What's the best car you've ever driven?

AV: The first Escort I brought to the UK in the '70s was a great car. I went round corners so sharply – I killed more flies with my side windows than I did with the windscreen.


PSM: What do you think of *V-Rally 2*?

AV: I haven't played it as much as I should have! I've made my modest contribution to it and it has been a real discovery to me because until Infogrames contacted me I didn't really appreciate the magnitude of these games.

PSM: So you don't play much PlayStation?

AV: Can't say I sit and play it for hours. But I appreciate it when I see how much work goes into it. How professional it is and how hard it is to make a good game.

PSM: Finally, what makes a good rally driver?

AV: Well... You just have to really hate the brake! 



V-Rally 2 scored a glorious 10/10 in our PlayTest last month (PSM 24) – looks like Ari Vatanen's "modest contribution" has made its mark.





PLANET playstation



Inflatable chair, \$20. Also available in pink and clear. Mail order only. From Gurls Room, www.gurlsroom.com.au



Patrone chair, \$69. Also available in yellow and black. From IHER, phone (02) 9418 2744.
Patrone chair. Designed by G. Ceretti, P. Derosi, R. Rosso. Manufactured in Italy by Gufam.



Mammut chair, \$39. Also available in orange and blue. From IHER, phone (02) 9418 2744.

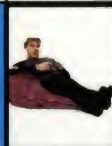


SITONIT

Sick of the permanent criss-cross pattern embedded on your tush? Perhaps it's time you thought about updating that milk crate then. *PSM* did a spot of shopping for groovy chairs that our butts found comfy, and that could withstand hours of gameplay without going numb...



STUDIO PHOTOGRAPHY BY GEORGIA BOKHARI



Beanbag, \$34.95. Beans \$10.95 per pack. From Hnart, phone (02) 9325 4700.



Ciao chair, \$119. Also available in butter and natural. From Freedom Furniture, phone (02) 9882 9000.



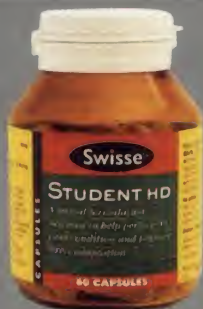
Miojo footstool, \$49.95. Also available in chocolate. From Freedom Furniture, phone (02) 9882 9000.
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Some stress is good

A certain amount of stress is a normal part of our lives, and some people even thrive on it. However, prolonged stress and anxiety is not good for us since they could lead to excessive or unwarranted worrying, difficulty concentrating and tension. So it's about keeping stress under control. The body's ability to react and adapt to stress is most crucial during the first two stages. Swisse Student HD contains a balance of important vitamins, minerals and herbs, helps the body perform in peak condition and provide relief of stress.

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Proper nutritional support has been cited as a key factor in improving stress adaptation and helping perform in peak condition, however it may not be the complete answer. It has been shown that stress can deplete some nutrients from the body. Student HD can help replace these nutrients. Besides, how many of us are always on a balanced diet?

And there's nothing that replaces the benefits of there's nothing that replaces the benefits of exercise. Don't just do it for stress relief, but for your whole body.

Some stress is good; it's how you manage it.

Swisse Student HD can help you relieve stress and assist you with stamina and peak performance during study, exams or even when you're facing relationship challenges. It's not addictive, based on natural ingredients in easy to swallow two piece hard shell capsules. Vitamins can only be of assistance if the dietary vitamin intake is inadequate. For full ingredients, see the label. If you have any questions please call Swisse Healthline on **Freecall 1800 670 680**.

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Beat tiredness & stress

If you're tired or stressed, you may be deficient...

— nutritionally speaking. You see it goes like this. Our body requires a balance of all the important vitamins, minerals and anti-oxidants to function properly. The demanding lifestyle that we lead as workaholics and hedonists including late nights, grog and more grog, processed foods etc. etc. takes its toll on the body. This either depletes vital vitamins and minerals or increases the body's needs for more. If ignored, nutritional deficiencies can cause tiredness, stress and more major illness. All these vitamins and minerals work together, so it's best that they are taken that way. Swisse to the rescue! Swisse Men's Ultivite (Australian of course - they've all got a Women's formula) is one pill the Aussie male loves to pop. A one-a-day tablet contains 48 vitamins, minerals and anti-oxidants that increase stamina and relieve the symptoms of tiredness and stress to help you perform in peak condition. It costs more than your average product because it doubles the potencies and number of ingredients of your average brand. You'll notice the difference within the first few days. Available at Health Stores and Pharmacies.

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trailing death from Liveside to Deadside.

A dead man is coming, skull in one hand, gun in the other...
a voodoo mask in his chest and lines
of power in his back.

A possessed man is coming, stalking killers
in tenements and deserts,
subways and swamps, spirit world and real world.

Shadow Man is coming.
Voodoo slave and hero.
Hitman and deadman.

Sometimes,
it takes a killer to stop a killer.

Shadow Man

after dying...
killing is easy.



Acclaim
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a ton of stuff...

Richie Young, who's suddenly not feelin' so 'young' after emerging from this time warp, presents the 100 most influential game characters in the history of the universe.



01 Lara Croft (*Tomb Raider* series, PSX):

Romping in at number one, who else but our very own Ms Croft? Not only the star of a trio of brilliant games, she's also the sexiest of the lot!

02 Pac-Man (*Pac-Man*, *Arcade and conversions*): Big, bald and yellow. Pac-Man survived the groovy '80s to become a retro icon. He's also one of the most important game characters to have ever existed. The granddaddy of all characters with character, if you know what I mean.

03 Crash Bandicoot (*Crash Bandicoot* series, PSX): He crashed into the lives of PSX owners worldwide and found himself many happy homes. Do bandicoots really look like Crash? And can they jump that high?

04 Solid Snake (*Metal Gear Solid*, PSX): This guy could sneak into the back pocket of your spandex bike pants without you noticing. A master of intelligent espionage, he could probably knock off that James Bond guy, too.

05 Reiko Nagase (*Ridge Racer Type 4*, PSX): Reiko makes the coveted top 10 simply because we like her fetching looks. If Reiko could greet

all of us whenever we took our cars for a spin, the world would be a happier place.

06 Abe (*Abe's Oddysee and Exoddus*, PSX): The master of flatulence. Abe farted his way to stardom and will continue to fart away just to stay there. Not the best looking of fellows but, um, he more than makes up for it in other (masculine) ways.

07 Mario (*Super Mario 64*, *N64*; *Donkey Kong*, *Arcade and conversions*): Mario the plumber has been around almost since the dawn of videogaming. Mario used to just run around inside pipes and drains but has found himself in bigger worlds and even got a job as a race car driver.

08 Gex (*Deep Cover Gecko*, *Enter the Gecko*, PSX): Gex is not only as green as a cucumber, he's as cool as one, too. Like any good mystery investigator these days, Gex has also shown he's no amateur when it comes to pulling the babes.

09 Sonic the Hedgehog (*Sonic* series, *Mega Drive*): Sonic really took off in the late '80s and early '90s. He spun and jumped his way across our screens and was quite a likeable little fellow. Sonic even scored himself a

cartoon show but hasn't been seen much in recent times.

10 Spyro (*Spyro The Dragon*, PSX): Spyro is a cute purple dragon that looks more cuddly than dangerous. He is the most important dragon to jump into a games console.

11 Cloud (*Final Fantasy VII*, PSX): A mercenary terrorist determined to fight Shinra's rape of the land. Deadly with a sword and a magic attack.

12 Shadow Man/Mike Le Rio (*Shadow Man*, PSX): An unusual fellow, a half-dead half-living vigilante.

13 Earthworm Jim (*Earthworm Jim*, PSX): Slim Jim is a worm with attitude, and is almost as bizarre as the games he inhabits. Will be making a comeback soon.

14 Dr Dan and Dr Don (*Point Blank*, PSX): PSM thinks the two crazy doctors have more than a little in common with Australia's own Leyland Brothers. The docs have brought us the zany gun totin' games *Point Blank* and *Point Blank 2*. They also made safari suits fashionable again.

15 Chris Redfield or Jill Valentine (*Resident Evil*, PSX): Chris is tough and strong with

vitality. Similarly, Jill has strong moral convictions. Essential ingredients for a good character.

16 Leon Kennedy or Claire Redfield (*Resident Evil 2*, PSX): Leon, the reckless and brash cop and Claire, the tomboy. A sign of the times.

17 T'ai Fu (*Wrath of the Tiger*, PSX): T'ai Fu is one cat with attitude. A Kung Fu master that can also talk the talk. Avoid at all costs in a dark alley.

18 PaRappa (*PaRappa The Rapper*, PSX): PaRappa is the coolest dog jivin' the streets. If you get seen hanging out with PaRappa, you'll learn all the latest dope beats and fight off hordes of girls. They'd probably be bitches, though.

19 Lemmings (*Lemmings*, PSX): Lemmings are simple-minded characters that you must rescue. Lemmings are hard workers that dig and build. Hard work pays off, so they've made the top 20.

20 Yoshi (*Yoshi's Story*, *N64*): Yoshi has helped Mario through many adventures but has also starred in a couple of his own games. He's a selfless character and a mate we'd all like to have on our side.

21 Zelda (*Zelda* series, *SNES* and *N64*): The princess that's needed saving on countless occasions.

22 Link (*Zelda* series, *SNES* and *N64*): The hero that's saved the princess on countless occasions.

23 Duke Nukem (*Time To Kill*, PSX): Duke's main aim in life is to shoot. Duke stars in one of the most influential first person shoot 'em up games ever. Quite a simple guy really.

24 Lammy (*Um Jammer Lammy*, PSX): Jammer Lammy would've given Jimi Hendrix a run for his money. Playing guitar is her passion and she even does good deeds while doing it!

25 Bob and Bub (*Bust-A-Move* and *Bubble Bobble*, PSX): Buck-toothed dinosaurs that star in some of the finest puzzle games money can buy. Very Japanese, very cute.

26 Dr Robotnik (*Sonic The Hedgehog*, *Mega Drive*): Dr Robotnik appeared at the end of many of Sonic's adventures. He is somewhat responsible for the Big Bosses that re-appear in so many of today's games. Boo, hiss.

27 Bubsy (*Bubsy*, *Mega Drive*): Bubsy was in the thick of it

when it came to 16-bit platform videogames. *Bubsy* was fun to play and he jumped high (a crucial feature in '80s platform games!).

28 **Donkey Kong** (*Donkey Kong*, Arcade and conversions; *Donkey Kong Country*, SNES): Donkey Kong first appeared in a creaky arcade game, but shot to popularity on *Game and Watch*. The big gorilla has been in as many games as anybody else in this list, if not more. Until *Ape Escape* came out, *Donkey Kong* was the most significant simian in videogames.

29 **Miss Pac-Man** (*Miss Pac-Man*, Arcade and conversions): She was the first conscious attempt to cater for female game players (in those days, gaming was almost male exclusive). She was overshadowed by her hubby, but eventually earned herself some credibility.

30 **Chop Chop Master Onlon** (*PaRappa The Rapper*, PSX): Kick, punch, it's all in the mind. Brilliant.

31 **MegaMan** (*MegaMan* series, PSX; *Game Gear*, NES, Saturn and PC): MegaMan fights evil Dr. Wily and an army of robots. A real hero!

32 **Bowser** (*Super Mario 64*, N64): Bowser hates Mario. Bowser does evil things to annoy Mario. Whenever he can, Bowser hurts Mario. Bowser stole Mario's chick. Why do you think we like Bowser?

33 **Fargus** (*Pandemonium*, PSX): A jester with a mean streak.

34 **Nicky** (*Pandemonium*, PSX): Her chest grew for the sequel to *Pandemonium* in a shameless attempt to copy Lara. She's since done a Pammy and got the implants removed.

35 **Banjo** (*Banjo Kazooie*, N64): The big bear with yellow shorts. Banjo took many of the best bits of Mario's world and added a little more.

36 **Kazooie** (*Banjo Kazooie*, N64): Kazooie is a red bird that lives in Banjo's backpack. Should the RSPCA be called?

37 **Lizzie, Ralph and George** (*Rampage*, Arcade and conversions): These three arcade legends aren't quite history yet... They've reappeared recently in console remakes of *Rampage*. We wish we could say they looked better than ever.

38 **Chun Li** (*Street Fighter*, Arcade and conversions): The best looking fighter in the history of beat 'em ups. She pips others like Nina (of the *Tekken* series) at the post, simply because she was first. Enough said.

39 **Ryu** (*Street Fighter*, Arcade and conversions): Ryu has appeared in all of the *Street Fighter* games. PSM takes its hat off to anyone that can take that amount of beatings and still get up for more.

40 **Pikachu** (*Pokemon*, Game Boy): Pikachu is one of those little critters that call themselves *Pokemon*. *Pokemon* has taken the world by storm on Game Boy and Pikachu is the little yellow one that seems to be everywhere. Let's just hope they don't reach plague proportions.

41 **Balrog** (*Street Fighter*, Arcade and conversions): Balrog was butt ugly, green and mean. In the early *Street Fighter* releases, Balrog was one of the first creatures to appear in an otherwise human beat 'em up.

42 **Worms** (*Worms*, PSX): They take almost as much punishment as Lemmings, but aren't as stupid. They fight back with grenades, rocket launchers and exploding sheep.

43 **Alex Kidd** (*Alex Kidd in Miracle World*, Master System): Alex Kidd appeared in the built-in game of *Sega Master System 2*. While the game wasn't crash hot, Alex was responsible for converting many people into dedicated videogamers.

44 **Croc** (*Croc*, PSX): Now stars in two of his own titles, and has a strong kiddie following thanks to his reptilian charm and funky backpack.

45 **Bomberman** (*Bomberman* series, PSX): A party animal. Invite Bomberman over and a few friends, and you're bound to have a blast.

46 **Sub Zero** (*Mortal Kombat*, Arcade and conversions): Sub Zero brought a tough, sinister edge to *Mortal Kombat*. This gave it a raw feel, leaving other beat 'em ups at the time looking candy-coated.

47 **Rayden** (*Mortal Kombat*, Arcade and conversions): The God of Thunder. He's a guy in high places.

48 **Kid Icarus** (*Kid Icarus*, SNES): A character based around Greek mythology where a kid made wings out of feathers and wax. Nice idea.

49 **Samus Aran** (*Super Metroid*, SNES): Interplanetary adventurer of yesteryear.

50 **Wario** (*Mario Kart 64*, N64): Mario's arch nemesis with a wicked cackle.

51 **Turok** (*Turok 1 and 2*, PC): Has slayed more dinosaurs than you've had hot dinners.

52 **The Spice Girls** (*Spiceworld*, PSX): When it

comes to serious body movin', these girls are second to none. They look even more plastic on TV than in real life but what the heck, we love 'em. Especially Ginger.

53 **The Dog** (*Duck Hunt*, NES): When he retrieved your dead foul with that sly grin on his face, it just left you wanting more. Note: PSM doesn't condone the mindless slaughtering of innocent bird-life!

54 **Pepsiman** (*Fighting Vipers*, Saturn; *Pepsiman*, PSX): He's a walking advertisement, but you've got to love his metallic shine.

55 **Boogerman** (*Boogerman*, Mega Drive): Before Abe, Boogerman was videogaming's most obnoxious hero. He picks his nose, burps, farts - basically acts in the most socially unacceptable way possible.

56 **Strike** (*Bust A Groove*, PSX): A world-class dancer and better looking than Michael Flatley.

57 **Kirby** (*Kirby* series, NES, SNES, N64 and Game Boy): A pink blob with plenty of charm. Is currently feeling envious of all the attention placed on yellow blob Pikachu.

58 **Rockford** (*Bolder Dash*, Commodore 64): Could collect diamonds while balancing rocks on his head. Fabulous.

59 **Edward Carnby** (*Alone in the Dark*, PSX and PC): A dashing detective, and a handy head-butter.

60 **Demon-irate LeChuck** (*Monkey Island* series, PC): A transparent villain that never took himself too seriously.

61 **Guybrush Threepwood** (*Monkey Island* series, PC): Took up his dull blade and rapier wit against LeChuck in three hilarious LucasArts adventures.

62 **Dirk the Daring** (*Dragon's Lair*, Arcade and conversions): God awful game, but you had to love Dirk's swagger.

63 **The Mistress** (*Dungeon Keeper*, PC): The sexiest dungeon inhabitant. Whip me baby, one more time.

64 **Conrad** (*Flashback*, *Fade To Black*, PSX and PC): Obviously a former gymnast, Conrad could leap and somersault better than Sonic.

65 **Thing on a Spring** (*Thing* series, Commodore 64): Basically a spring with eyes, but still very cute.

66 **Knuckles** (*Sonic The Hedgehog 3* and *Sonic & Knuckles*, Mega Drive): Knuckles was Sonic's best mate that never really got the glory or attention that Sonic did.

67 **Rincewind** (*Discworld*, PSX): Sneaks in perhaps only because his voice was provided by *Python* comedian Eric Idle.

68 **Ben Throttle** (*Full Throttle*, PC): One of the hardest hard-nuts in videogames, and desperately cool on the back of his Harley.

69 **Purple Tentacle** (*Day Of The Tentacle*, PC): Not only is this guy a nasty piece of work, he also succeeds in taking over the world. Purple Tentacle brings a new meaning to the word megalomaniac.

70 **Manuel Calavera** (*Grim Fandango*, PC): Travel agent of death, and all-round nice guy.

71 **Sam** (*Sam and Max Hit the Road*, PC): A canine cop with deadpan delivery.

72 **Max** (*Sam and Max Hit the Road*, PC): A psychopathic rabbit you wouldn't want to try boiling.

73 **Kurt** (*MDK*, PSX): You only ever saw his back, but you just knew he was cool. Kurt could skydive, glide and snipe faraway foes.

74 **Colonel Blair** (*Wing Commander* series, PSX): Played by Mark 'Skywalker' Hamill, Blair's the hero of the Confederation and all-round good guy.

75 **Diddy Kong** (*Donkey Kong Country*, SNES): Started off as Donkey's sidekick, but quickly gained his own cult following.

76 **Twinsen** (*Little Big Adventure*, PC): Pony-tailed hero and friend to elephants who shoved it right up the evil Dr FunFrock.

77 **Cammy** (*Street Fighter* series, Arcade and conversions): The one that Kylie played, cute and English.

78 **The Settlers** (*The Settlers*, PC): Some of the most charismatic characters ever to invade a computer, the Settlers will industriously go about setting up a sprawling medieval town complete with mines, bakeries, farms, blacksmiths and castles before your very eyes.

79 **Little Computer People** (*Little Computer People*, Commodore 64): Over a decade before Tamagotchi, your own little computer person lived in a house on your computer screen; eating, playing the piano, watching television and... Well, that's about all really.

80 **Blue Suede Goo** (*ClayFighter*, SNES): An Elvis impersonator made of clay. His deadly move was a hair flick.

81 **Red Lotus** (*Deathtrap Dungeon*, PSX): Lara's evil cousin. Bloody mean with a sword.

82 **Sweet Tooth the Clown** (*Twisted Metal 2*, PSX): He's scarier than Krusty.

83 **Cool Spot** (*Cool Spot*, SNES): A surfing and dancing dot with shades and an attitude. Moonlights as the ambassador for 7-Up fizzy drink.

84 **Paperboy** (*Paperboy*, Arcade): Hurling newspapers at houses on his bicycle while avoiding traffic. What a hero.

85 **Akuji** (*Akuji The Heartless*, PSX): A vengeful voodoo priest. Ooh, scary.

86 **Q-Bert** (*Q-Bert*, Arcade): Left around the screen with gay abandon, but should have spent the millions he earned in videogames to get a nose job.

87 **Professor Elvin** (*Impossible Mission*, Commodore 64): "Another visitor. Stay awhile, stay forever." Cue wicked laugh.

88 **Mappy** (*Mappy*, Arcade and conversions): Yet another cute Namco character.

89 **Wonderboy** (*Wonderboy*, Arcade and Master System): Looked better in a loincloth than Tarzan, threw bananas harder than Cheetah.

90 **Zool Ninja** (*Zool Ninja*, Commodore 64): "Another dimension: Ambassador for Chupa Chups before they were cool. Gremlin's attempt at creating a videogaming icon never challenged Crash, Sonic or Mario for popularity.

91 **Pooyan** (*Pooyan*, Arcade): Angry, arrow-wielding pig pushed one step too far by the big bad wolf.

92 **Mokujin** (*Tekken 3*, PSX): A wooden fighter in a beat 'em up, a very natural character!

93 **Dig Dug** (*Dig Dug*, Arcade): Charming little fellow armed with a shovel and chased by balloon creatures. Do your best to keep him breathing.

94 **Mr Do!** (*Mr Do*, Arcade, Atari and SNES): I hope Mr Do doesn't get offended, but quite similar to Dig Dug, actually!

95 **Dr B.** (*Tekken 3*, PSX): Dr B. crawls around and is deadly when mastered properly.

96 **Ratzeil** (*Soul Reaver*, PSX): You don't want to meet this guy in a dark alley, or the spectral world for that matter.

97 **Attitude Advisor** (*Civilization 2*, PSX and PC): He was dressed as Elvis. How's that for attitude?

98 **Dr Neo Cortex** (*Crash Bandicoot* series, PSX): We're glad Crash's nemesis isn't our doctor.

99 **Kitty-N** (*Bust A Groove*, PSX): She's the slinkiest kitten in town. Tai Fu would even agree...

100 **Rob Peggley** (*Official PlayStation Magazine*): Well, we like him, anyway.










Stuart Clarke gets down and
plays some funky music...



THE MUSIC

SOUNDS BETTER WITH YOU

	VISUALS	GAMEPLAY	MUSIC CONTENT	FUNKINESS	LONG-TERM	OVERALL SCORE
MUSIC 	<p>A simple, functional interface for the music editing and some very tasty visuals for the video sections.</p> <p>8</p>	<p>The control method is amazingly simple and becomes second nature within minutes. If you're into dance music then this could prove highly addictive.</p> <p>9</p>	<p>All the drumbeats, bass lines, high hats, guitar riffs, vocal samples and weird noises you'll ever need to create a dance-floor-filler – you've just got to make it sound good.</p> <p>10</p>	<p>So funky it almost hurts. The latest cutting-edge dance sounds from trip-hop, house, techno and ambient, along with brilliant visuals that can be edited to the beat.</p> <p>10</p>	<p><i>Music</i> will last as long as your interest in music does. One of PlayStation's best titles.</p> <p>10</p>	<p>47</p> <p>BEST music game ever!</p>
FLUID 	<p>Watery but nice. You control a dolphin in an underwater world and get to see some trippy light shows.</p> <p>7</p>	<p>An ambitious 'interactive sound lab' concept that doesn't quite come off. The underwater/dolphin bit is a gimmick that distracts from, rather than enhances, the fun.</p> <p>5</p>	<p>It includes over 600 samples and heaps of audio effects. Most genres of dance music are included and there's an eight-track mixing desk to put the sounds together.</p> <p>7</p>	<p>Very groovy if you're into any form of dance music, especially ambient. It's up to you, however, to make the beautiful noises.</p> <p>7</p>	<p>It's good, but just doesn't cut it when compared to <i>Music</i>.</p> <p>5</p>	<p>31</p>
BABY UNIVERSE 	<p>This CD is all about visuals and there are some very psychedelic effects on offer. Turn on, play around, drop out...</p> <p>9</p>	<p>Not much to speak of. If doesn't matter if you're not touching the controller – <i>Baby Universe</i> does its stuff regardless.</p> <p>2</p>	<p>None. You supply the music, <i>Baby Universe</i> takes care of the visuals.</p> <p>0</p>	<p>It gets points for being cheap, but the funk value for <i>Baby Universe</i> really depends on the music you play. Celine Dion is just not acceptable...</p> <p>8</p>	<p>Some people use <i>Baby Universe</i> every time they play a music CD on their PlayStation. Most people don't. Good to pull out at parties.</p> <p>6</p>	<p>25</p>
SPICE WORLD 	<p>All the Spices (including Ginger, as it was made before she left the group) are cutely animated (full of appropriate attitude) although there's not much else to speak of.</p> <p>6</p>	<p>Play around with a few Spice tunes, learn to dance, choreograph the girls dancing and then 'edit' a very simple video. Short-term fun but perfect for the target market.</p> <p>6</p>	<p>"I'll tell you what I want, what I really, really want..." You'll get that, plus several other Spice hits to play around with. Not a great deal really.</p> <p>4</p>	<p>If you like the music of the Spice Girls then this is as funky as it gets, but if you've got some taste then it won't put the groove in your heart.</p> <p>5</p>	<p>The Spices have proved a remarkably durable pop commodity but with recent babies and marriages, their demise is surely in sight. It will be a collector's item... One day.</p> <p>5</p>	<p>26</p>
BUST-A-GROOVE 	<p>Colourful environments, panning camera work and brilliant character animation make <i>Bust-A-Groove</i> a very pretty game to look at.</p> <p>9</p>	<p>You can't fake the funk – you've either got it or you haven't. Secret characters to unlock for the solo player and endless fun in two-player dance-off mode.</p> <p>9</p>	<p>Original tracks that range in style from disco to hip hop to techno. Some songs will work their way into your brain, while others will just annoy.</p> <p>6</p>	<p>This is ultra-funky in that weird Japanese way. You'll either love it or hate it. Most will love it.</p> <p>8</p>	<p>Very addictive, especially if you've got a friend who loves a bit of dance competition.</p> <p>8</p>	<p>40</p> <p>MUST TRY IT!</p>
PARAPPA THE RAPPA 	<p>Unique. Strange. Trippy. Weird. Excellent. Characters are paper-thin 2D in colourful 3D environments.</p> <p>8</p>	<p>Become a master rapper by following the button sequences that flow across the screen. It can get incredibly tough. Quick reflexes and persistence needed for success.</p> <p>8</p>	<p>While the beats and raps may not sound impressive initially, you'll soon be singing along in your sleep. "Kick. Punch. It's all in the mind, if you want to test me, I'm sure you'll find..."</p> <p>8</p>	<p><i>PaRappa</i> is dripping with funk. The characters are cool (especially Chop Chop Master Onion) and the game is like nothing else that came before it.</p> <p>8</p>	<p>It may not last forever but it will provide a lot of fun in the meantime.</p> <p>5</p>	<p>37</p>
UM JAMMER LAMMY 	<p>The same style as <i>PaRappa</i>, only a lot weirder and there's more variety in the environments. Journey to hell and play guitar through a vacuum cleaner and chainsaw.</p> <p>9</p>	<p>Instead of rapping, you're helping Lammy become a guitar hero. Same style of gameplay as <i>PaRappa</i>, however, you'll need quick reflexes and a good sense of rhythm.</p> <p>8</p>	<p>Once again, the tunes may not sound like top 10 hits, but you'll be humming/strumming/tapping along before too long.</p> <p>8</p>	<p>It may not have the originality of <i>PaRappa</i> but this is without doubt a very cool game (in an ultra-weird Japanese way). Chop Chop Master Onion again puts in an appearance.</p> <p>8</p>	<p>It will last longer than <i>PaRappa</i> – once you complete the game as Lammy, you can do it over again as <i>PaRappa</i>. There's two-player mode as well.</p> <p>7</p>	<p>40</p> <p>MUST TRY IT!</p>



Lara by name, Lara by day-job. But is Ms Weller Lara by nature?

WELL APPOINTED

Name: Lara Weller

Age: 24

Occupation: Professional model

Born: Netherlands

Height: 5' 8" (or 170cm – just like Lara)

Hair: Dark brown (just like Lara)

Eyes: Brown (just like Lara)

Figure: 34c-24-34 (...almost like Lara)

And she's even called Lara? Yeah, fantastic, eh? Makes things less confusing at photo shoots presumably.

Experience: Four years work as a swimsuit and lingerie model, including shoots with *GQ* and *Men's Health*.

Big Lara break: She was in England when casting was taking place and blew them away with her energy. She first became aware of Lara Croft through her boyfriend's love of videogames.

Boyfriend? **There's always a boyfriend!** Yeah, afraid so. He loves the fact she's the new Lara Croft, but then what boyfriend wouldn't?

Does she share any other characteristics with Lara apart from the name and some, ahem, certain physical attributes? Well she doesn't dodge boulders or wrestle dinosaurs, but Ms Weller has been known to do the odd bungee jump and parachute drop. So she's an adventurous type of girl.

And she hasn't got a shaved head, plus a stack of nude photos in her past: Exactly. Well, not as far as we know anyway.

She's not English like Lara though is she? No, but she's lived in London for three-and-a-half years. She supports Arsenal soccer club and like's sausage and mash. She's also working on the posh accent.

So what's the future for Lara Weller? More Lucozade commercials, endless trade shows and plenty of promotion for *Tomb Raider 4*.

And the *Tomb Raider* movie perhaps? We think not. Smart money is on Jennifer Lopez, Demi Moore or Catherine Zeta Jones.





Prepare to immerse yourself in the epic adventure that is *The Phantom Menace*.

As the central character, you will journey to all the stunning locations of Episode I, where you are destined to play a decisive role in every key event. All-consuming? Yes. But then, there's no such thing as a part-time Jedi.



www.lucasarts.com/products/phantommenace

www.starwars.com

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3D accelerator hardware required for PC version.

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A Jedi Knight must remain focused.

Mastery of the Force requires
that all unnecessary activities be
purged from daily life.

The logo for Wipeout 3, featuring the word 'wipeout' in a stylized, rounded font with a red '3' at the end.

OFFICIAL PLAYSTATION MAGAZINE | FIRST LOOK

The return of the game that kick-started an era

wipeout 3

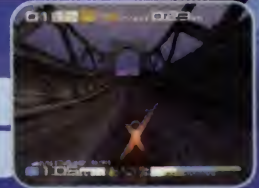
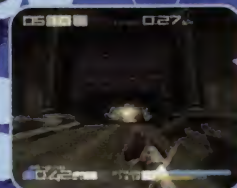
In 1995, the release of *Wipeout* resulted in many people buying PlayStations who wouldn't have otherwise been interested. This made a huge contribution to the machine becoming the lifestyle accessory that it is today. The rest, as they say, is history. Now Psygnosis is getting set to rock 1999 with *Wipeout 3*... Dan Meyers has two words of caution: Hold on!

Face it, of all the titles that were released alongside the fledgling PlayStation, *Wipeout* was the most breathtaking. Everything we wanted from a new breed of videogame was there – the futuristic ships, the speed, the soundtrack... All of which, allied with a highly effective marketing strategy, made it easily the most recognisable brand on the console.

Despite being flawed in many ways, not to mention exceptionally difficult, it was the essence of *Wipeout*, carefully crafted by Designers Republic, that made it so outstanding. Thus, clearly on to a good thing, Psygnosis threw out a revamp a year later in the form of *2097*. This time the most noticeable feature was the garish colour scheme, perfectly in tune with the likes of the Prodigy, who cropped up once again on the soundtrack. Technically it was superior, more fluid with varied courses, but still demanding a high level of gameplaying ability to complete. The weapons system was cranked up, and the phrase "contender eliminated" became a catcall across the nation.

Now we're at the tail-end of the millennium, four years since the first installment, and another sequel looms. Given that programmers can now do things with the PlayStation never before dreamt of, just what is Psygnosis going to do next? "*Wipeout 3* still has the feel of the original, but we've increased the number of features tenfold," says Alan Raistrick, head producer. "For example, the tracks are made up of over 400 sections, which is much longer than *2097*'s ever were."

Ahhh, the great track debate. The original games were celebrated – or in some corners cursed – for the complexity of their tracks. Can we expect more of the





1-3 Amazing, isn't it? Fly through the air with the greatest of ease. Turn the corner and it's BANG! Straight into a force wall. Contender eliminated.

same? "Kind of," says lead artist Nicky Westcott. "We've tweaked the tracks, they're smoother and more fluid. We thought that was truer to the *Wipeout* series and the whole anti-gravity experience. It means you don't slow down!" The actual process of working out the tracks was pretty involved. Originally they had 20 to choose from, and everyone just piled in with ideas, which were tested to death on the 2097 engine. "At the end of that process we made a democratic decision to knock 12 out, leaving us the final eight, which we're moulding into the new engine," reveals Nicky. Any chance of seeing the other 12 in some form or other? "Who knows? They might crop up as extras."

We've now got eight teams to look forward to, and Psygnosis has tried to even them out so there's more than just a couple of ships worth racing. "*Wipeout 3*'s set 50 to 100 years in the future. Technology has improved and consequently the ships behave better. We didn't want everyone to only race the Feisar team or whatever," comments lead designer Wayne Imlach. That did seem to be a problem in the first couple of titles. It was as if the AI of the ships hadn't quite been thought out enough. "Sure," accedes lead programmer Neil Paterson, "We felt one of the big problems was the fact that the other ships didn't

Despite being flawed in many ways, not to mention exceptionally difficult to play, it was the essence of *Wipeout*, carefully crafted by Designers Republic, that made it so outstanding.

behave as they would in a real-life race situation. They followed the best racing line as though it were a spline, and would just shoot off in front and wait for you to catch up. In this game we've managed to fit in a more realistic engine, in as much as we've factored in a margin of error. It'll roll into the corners, hit the walls and even slow down to take bends more realistically." Surely this is going to help counter the accusations that the first game had too steep a learning curve – the first couple of tracks were easy, then it suddenly got rock hard? "Yeah, it should do," continued Neil. "We had a video sent to us by a bloke from America who'd played the game so much he was following the spline almost perfectly. That video was actually very useful to us because it showed us that a) it

could be done and b) we could see the mistakes a very good human player made and apply them to the artificial intelligence of our machines."

Great! So can we have a go or what? At which point *PSM* swiftly finds itself ensconced in a leather swivel chair, being handed the controller. First impressions? It's still as twitchy as it ever was, and for the most part we clank along the track, banging off the walls like a pinball. Eventually we get back into it. The Analog controller makes the steering more fluid,

and we're soon pumping the airbrakes to negotiate the turns. Then suddenly the path splits in two. What the...? Alan's grinning in the seat next to us, "Yeah, we've put a load of them in. It's going to add much more strategy to the game. There'll be a couple of paths, one of which is a shortcut, the other an attacking route. By flying down one you'll get all the weapons you need to fly an aggressive race. The other's just a simple speed through." Having handled that little surprise, the track feeds into a huge scale helter-skelter. It's quite easy to negotiate, but the

BOMB THE BASS

Wipeout

Released 11/95
The original. Themed tracks gave us the opportunity to neck round incredibly fast tracks across a futuristic world. Despite the fact it was incredibly hard (several racing neophytes sheepishly handed back copies of their latest purchase), it remains our introduction to the world of the anti-gravity flying machine. As a measure of how popular the game actually was, Sony reckons half of all the folk who bought the console in the early days also picked up a copy. Sonically it was also a cut above the rest, with electronica like Letfield and Orbital cropping up on the soundtrack. A PlayStation classic.
PSM 5 8/10



1-2 Screens. That split in two. Multiplayer madness is on its way.

FOOLS RUSHIN'

Wipeout 2097

Released 11/98

by features were the wider, more varied tracks and the sparks that flew off the wing tips as you crunched along the sides. Treas chic, even if it did slow you down considerably. The learning curve was just as steep as in the first *Wipeout*, though more fluid tracks made it slightly easier to get to grips with – once you got used to keeping your fingers off the air brakes, that is.

The *Prodigy's Fireslayer* got everyone in the mood for aggressive racing. Or if you preferred, The Chemical Brothers bleeped merrily along in the background. As an added bonus the soundtrack was also available at your local music store.

PSM 8 10/10



feeling as we fly down the concentric circles faster and faster is amazing. Definitely up there with the rush you got when you first flew over the huge jumps of the original game. Stomach churning.

We can expect a huge explosion of weapons in this one too, including five of the favourites from 2097, although they have been tweaked a little. Alan tells us, "The multi-missile from 2097 has changed in that each missile now targets independently. So if you have three opponents in front of you, they'll hit one each. If you have one, all three will hit the target." There are also seven new weapons, like the force wall. Run over the pad and it'll trigger a field through which you and your teammates can fly, but it almost cripples any other craft.

All of the weapons add to the strategic element of the game. "For example, we've differentiated between attack and defence weapons. If you fly over an attack pad, you get

an attack weapon and the same with a defence pad," Wayne chips in. "Another example is the hyper thrust. Hit a button and you'll expend some energy but get a little jump of acceleration forwards." Kind of like driving a car and kicking down a gear. "One problem we identified with the other titles was the pit lanes," Neil picks up. "Previously, when you hit the pits you quite noticeably lost time. Now you can

fitting in the Two Player Mode," admits Neil. "But we've even managed to get it in at true widescreen, so the aspect ratios are correct." Huh? "It means," he continues, "that if the screen's split vertically you get two perfectly square playing windows, as if it were two separate TVs." Obviously the various game modes all run along the same lines as other great racing games – your high-speed tournaments, full seasons across eight races, even a Death Match Mode for the ultra violent. Alan explains, "What we've tried to do is open up the scope of the game, making sure

The track feeds into a huge helter-skelter. The feeling as we fly down the concentric circles is amazing. Definitely up there with the rush you got when you first flew over the huge jumps of the original...

fly through quickly to pick up a little bit of energy, or slow right down for a full charge." It's all in the amount of thought that goes into the game, and these chaps seem to have spent a remarkable amount of time arguing the toss across a boardroom table to come up with the best ideas they could.

The thing that's really going to set *Wipeout 3* apart from the other games in the series is the Multiplayer Mode that Psygnosis has somehow managed to squeeze in. Not link-up, but full two-player, on-screen action. What's more, it doesn't appear to slow the game down at all. "To be honest, it was incredibly difficult

the depth compares well with other racing titles that are currently on the market."

Though the first game was graphically suspect, it's going to be difficult to level such an accusation at this one. "We've moved the graphics engine on a lot. The only thing we've kept intact are the dynamics, in an attempt to maintain the anti-gravity feel and fluidity that made the original game so good," Nicky explains. They have, however, also included all the bells and whistles you'd expect, like multi-coloured vapour trails, reflective surfaces and a dual-angle Replay Mode. But the best bit is the fact that they've managed to keep the entire thing in high resolution.



1 No doubt we'll be seeing some of these cutesy, Tamagotchi-style images on T-shirts very soon.
24 All the greys and browns Designers Republic have used give the whole game a much more sober, serious feel. Let's face it, who'd want to be less than sober flying round these tracks at a couple of hundred miles an hour?





1 Red 5, going in... This is trench warfare *Wipeout* style. 2 Target in sight, bombs away. 3 Multi-coloured trails. 4 Another damnable force wall...

Practically, what does this mean? "Full detail is maintained into the distance, so there's effectively no pop-up and crisper effects on the horizon. You need that for *Wipeout 3* because of the speed you're racing at," says Alan. From the levels *PSM* saw, it looked like it was working very well, just a few small glitches that should be ironed out by the final version. Thanks to the joys of a bit of Sony kit called the Performance Analyzer, they've managed to ascertain how close they are to perfect animation. "The Analyzer measures the number and speed of polygons being drawn on-screen within a set time frame," explains Neil. "When we tried it out on some of the more complete courses, there was basically no pop-up. That means this game is running faster than any of our competitors."

Designers Republic has gotten involved once again and has tried to steer the visuals away from the bright colours of 2097 and towards a more stripped-down look. "It's very minimalist. That's the philosophy behind the design. Where we're going with Designers Republic is very clean, futuristic and slick, very streamlined," says Wayne. It does feel very dark to play – in terms of the mood it generates. Bare browns and granite greys replace the neon yellow and electric blues of the last title.

"We're working with Sasha at the moment. He's coming up with four or five bespoke tracks, which is something he's not done before. It's working really well, more like a film soundtrack." – Alan Raistrick, head producer



If 2097 was the Prodigy's *The Fat of the Land*, *Wipeout 3* is *Pre-Millennium Tension* by Tricky.

Of all the games to grace the little grey box, the *Wipeout* series has offered some of the most cutting-edge music. The Prodigy, Future Sound of London, Leftfield and The Chemical Brothers were all happy to stick their names of the original cover. *Wipeout 3* is no exception, but it has taken a slightly different direction to its predecessors. "We wanted to get somebody different this time," says Alan. "We're

working with Sasha at the moment. He's coming up with four or five bespoke tracks, which is something he has not done before. It's working really well, more like a film soundtrack. He's also going to be running a promotional tour to support the game when it comes out."

The *Wipeout* Tour, eh? *PSM* hasn't been to an... erm, 'rave' for a while, and in the finger twiddling time between now and the release of *Wipeout 3*, it could well be worth the trip. After all, it is *Wipeout*.

VIVA LA REPUBLIC...

an Anderson, from UK-based company Designers Republic, once declared that anyone using the term "rave graphics" should be reported to the design police. Fractalists beware... This is the guy that helped revolutionise the way videogames are perceived.

Well known for its work on the album covers of bands like The Orb, Aphex Twin and The Shamen, Designers Republic focuses on the aesthetic, blurring icons and layering them with illustrative typography to create strange futuristic hybrids. The feel it generated for the first two *Wipeout* titles remains one of the most distinctive ever seen and *Wipeout 3* is no exception. More subdued yes, but perfectly in keeping with the pre-millennial zeitgeist.

Everything by Designers Republic.



Sony Records US/UK/Japan Summer 1999.
Everything by Designers Republic except
photography by Michael C. Place for Designers
Republic and Hiroshi Abe.



Adapted from the DR artwork for the 'Additional Productions' compilation
album K71 Recordings Germany Spring 1999.
Everything by Designers Republic.





Tested on animals





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 3D accelerator hardware required for PC version.
 Exclusively manufactured and distributed by Metro Games • www.metrogames.com.au



The modified G20C

contributors



Jason Hill

Trust no-one. There have been spooky and mysterious goings on in the *PSM* office this month. Jason was given *The X-Files* preview before the preplay, but disappeared a few days later. When he returned, Mr Hill was unable to explain his whereabouts or

the origins of a chip now implanted in his scalp. Fortunately, Jason filed his *X-Files* preview before the alleged abduction. His verdict was not favourable, but we expect a governmental cover-up before *PSM* goes to press. Remember, dear reader, if suddenly Jason's preview is gushing, you must fight for the future. The truth is out there.



Richie Young

Normally articulate Richie has been so taken with the joys of hanging around Tony Hawk that he has become unintelligible to most inhabitants of the *PSM* office. The Top 5 most popular words in Richie's vocabulary this month have been "sick", "wicked", "rad", "gnarly" and "valid". "Dude" and "bummer" narrowly missed out on Top 5 positions, and in the post-match interview were reported to be "spewin". Editor Rob asked Richie for a re-write of his original preview of *Pro Skater*, which simply read: "It Rocks, Man."



Rob Pegley

PSM's esteemed Editor is a polite chap most of the time, but being a Pommie, he has a problem with football violence. Whenever a new soccer game is sent into *PSM* Towers, Rowdy Rob starts a riot, shooting flare guns, stomping on the heads of innocent bystanders on his way to the mail room, and screaming "Here we go, here we go, here we go". It's usually impossible to get Rob to stop playing *ISS Pro*, but this month he's been having a ball with *UEFA Striker*.



Pete Wilton

Pete was soundly beaten in the *PSM* ring this month. We're all sick and tired of writing "not as good as *Tekken*" when writing about the latest beat 'em up to be flung in our direction, so we had a little scrap to decide who would have to preview it. Sadly, at this stage, a bloodied and bruised Mr Wilton reckons *Destrega*, the fantasy newcomer to the fighting ring, is "not as good as *Tekken*".



A big thumbs up for these aspects of the game. But developers better alter this before release. Advance warning: Here's how to make it better!



WWF Attitude

Wrestling is entertainment. **David Harrison** defies anyone not to find amusing the sight of a group of mullet-haired Neanderthals dressed with no self-respect, bouncing each other off ropes.

Since the dawn of humanity, men have pitted their wits and strength against one another for sport, for kingdoms, for pride. Men, reduced to their primal instincts, with only bone to bruise and muscle to maim. Over time, this contest of naked aggression, often between naked men, has been mutated by concepts of beauty and entertainment to become the spectacle that is WWF Wrestling – a toy fight between grown men in Speedos.

Love it or hate it you have to admit that it's extremely popular. We all have a younger relative, even a friend, who appreciates the finer nuances of men in tights. Even highbrow philosophers have argued that wrestling is high culture, comparable to Greek tragedy with its predetermined outcome and use of masks.

But for many it is simply tragic, and it's this stigma that has polluted the attitude towards most of its console outings. This is only half the problem though, as most wrestling games have failed to beat the count when it comes to quality. Now Acclaim's latest contender, *WWF Attitude*, will take on all comers for the title of 'Wrestling Game That's Not Too Bad'.

As with the spectacle itself, a lot goes into the preparation. All groping games seem to have buried themselves with options, but *Attitude* really takes it to the max. It's hardcore. Grrr... It has a vast array of tight-fit challenges, including King Of The Ring, Tag Team and Survivor Series, which you'll be able to tweak to your specifics through oodles of rules and ring setups. You can also construct your own pay-per-view event: you'll get to choose the match-up, go crazy with the drapes and make bold statements with colour for your TV extravaganza.

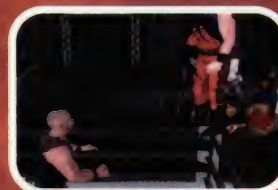
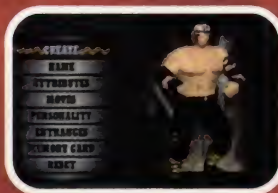
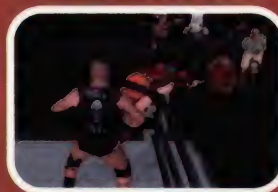
There's a Career Mode as well, which enables you to formulate a rags-to-riches tale for the wrestler of your choice. You take him from the humble House Events, where he's been fighting various never-will-bes, all the way to the bright lights of well-oiled title bouts. The usual Create-Your-Own-Misfit Option turns up again with an embarrassment of detailed variations. But in what looks like an improvement on Acclaim's previous WWF sim, *Warzone*, you can make your own selection from any of the 400 tendon-tearing moves for your monster to use.

Lack of options, though, has never been a problem with grappling games – it was the actual gameplay that was usually frustrating and cumbersome. *WWF Attitude*, while never attempting to be a pure beat 'em up, has at least attempted to make the fighting enjoyable. All the moves seem easy to pull off and satisfyingly brutal. While smashing a telly on your opponent's head isn't as tricky as a Lei Wulong 10-hit combo, it sure is a lot more fun.

All the fighters are motion captured and will hopefully look photo realistic. Whether this will compromise the fluidity of the movement as the polygons grunt, slip and slide out of each other's grasp remains to be seen, as at the moment it's still quite sluggish. Compared to *Warzone*'s bouts, which can be conquered with a single special move, there is a fair amount of technique and tactics needed.

This is the last WWF offering you will see from Acclaim as it has lost the license to THQ. The good news though, is that they look to have saved the best for last. *Attitude* should have all that wrestling fans could ever want.





WWF Attitude really comes to life when the whole ring is used for maximum damage. The final version will include weapons.

PSM OPINION



Includes all the top names. Looks deeply detailed. Could be the next step on for PlayStation wrestlers. All a fan should healthily want.



If you don't like wrestling, err... You may look elsewhere. No massive surprises so far.



For the converted, this could be the ultimate in Lycra-clad action and will hopefully prove its pedigree with meteoric sales on its release. For the many doubters it is perhaps time we gave wrestling a bit of a break. So fingers crossed for WWF Attitude.

Tony Hawk's ProSkater



Skateboarding up and down the driveway will never be the same again for Richie Young – or for you either once you've thrown *Tony Hawk's Pro Skater* into your PlayStation. Just like Elvis Presley is the undisputed king of rock 'n' roll, Tony Hawk is the undisputed king of skateboarding.

So what happens when royalty lends its name to a videogame? The version of *Tony Hawk's Pro Skater* that PSM previewed already shows that Tony's trademark class and style has been portrayed successfully in the game – it is the most impressive skateboarding sim to date.

Other sponsored pros also appear, each with their own strengths, weaknesses, and most importantly, bloody amazing signature tricks that'll get your eyes poppin' and jaws droppin'!

Unlike other boarding sims, where tricks are either too obscure, too elaborate, or only one guy manages to pull it off and then carks it at the next attempt, these pros can pull the moves off in day-to-day life... This realism is where much of *Pro Skater's* strength lies.

Both die-hard skating freaks and non-skaters will appreciate this game. From the pumping music at demos and comps, to the sweat-soaked clothes and curb scars on your deck, it is the genuine article.

ture in most games these days. So, even if you're the one usually left behind and can barely keep your balance on a board, let alone ride one, you may still find yourself the world champion of skateboarding...

Before you know it, pop-shuvits, 180 ollies and kick-flips will be part of your repertoire, but try anything too tricky without enough air and you'll soon be licking your wounds. Even though stacking on concrete won't put you in hospital, it still looks awfully painful.

Scrapes, scratches and even broken bones will hinder your progress and career unless your skater has a 'tough' rating, such as Kareem Campbell. For the record, other skaters waiting in the wings include Rune Gilberg, Bucky Lasek, Geoff Rowley, Jamie Thomas, Andrew Reynolds, Chad Muska and Bob Burnquist.

The essence of skating and skate culture has truly been captured in *Tony Hawk's Pro Skater*. The pain or lack thereof is definitely a plus for any 'self-preserving-but-otherwise-would-be'

"Before you know it, pop-shuvits, 180 ollies and kick-flips will be part of your repertoire"

Entering the skate comps is competitive, but more importantly, lots of bloody fun. You'll be going back for more, trying to find perfect runs to maximise your score and beat the records. Similarly, you'll be looking for which curves you can push out of harder to get more speed for higher airs, better tricks and bigger points. The options to do a 'run' during a competition are limitless and you'll need to practice hard if you want to take out the championship title.

The warehouse that we skated in was huge and damn impressive. It's the type of skate park you always wished your local council would build; the kind you'd dream about when skylarking with mates in the supermarket car park... A big perfect half-pipe, a deep kidney-shaped pool, quarter pipes, fun boxes, long clean rails, wall rides. It is a smooth skate park that has the works – and no cheesy crusts!

A lot more skate terrain is promised, including a school, downtown and the mall, and they're all set to contain secret areas, shortcuts, ramps and other interactive objects.

Plenty of modes are also available: time attack, battle, points battle, a half-pipe challenge and career mode – more or less a standard fea-

Tony Hawk's out there.

There hasn't been a skateboarding game to ever really hit the nail on the head. They have either lacked that something special, had shonky graphics, skate terrain was badly laid out and limited, or the sport just wasn't truly captured to give it any form of justice. However, no obvious weaknesses are to be found in *Pro Skater*.

Tricks aren't the only technical aspects of the game. *Pro Skater* is driven by a 3D engine, has fast frame rates (a real necessity for any good action/sports game), instant replays, motion-captured pro moves, and backgrounds include real sponsors and video footage. The video footage provides great eye-candy; you'll find yourself skating about with the footage playing around you. Don't watch it for too long or your teeth will end up splayed all over the concrete...

Tony Hawk's Pro Skater has set a high standard to beat and its competitors will be hard pushed to pull that-something-extra-special off.

From every angle, Neversoft's first foray into the gaming fraternity is a top effort. Definitely one skateboarding sim that will be worth its purchase price – and adding to your games collection.



Get set for some kick-ass skateboarding action with the master himself, Tony Hawk.

PSM OPINION



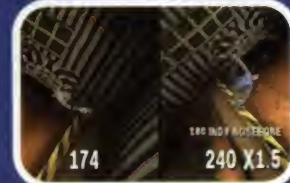
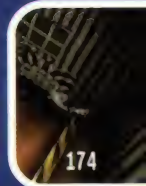
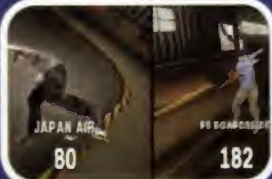
Excellent and fast 3D graphics, this game is worthy to add to any collection and will satisfy the hardest skaters and gamers around. With plenty of tricks to master, you'll develop a real-world sense and appreciation of skateboarding.



After manoeuvring your skater over, through and under obstacles you will tend to lose sense of direction. This occurs particularly so after skating in the skate bowl or on the ramp, where you sometimes even get a case of the 'dizzies'. Crazy camera angles are often fun, but this is a little 'too' crazy!



Hidden characters or a 'create a skater' mode would be cool. You could create a digital version of yourself and risk life and limb.



There are stacks (no pun intended) of technical moves to get the hang of – and the video footage is sure to catch your eye and result in a, erm, stack...





Destrega

Well, there's fat chance of it being a *Tekken* beater, but Pete Wilton's noggin is still foggy on whether this contender can take the cause of 3D fighting games any further, or whether (like so many of its predecessors) it'll turn out to be just another five-minute wonder...

Around 1000 years ago, in a world not yet conquered by George Lucas, a race of people called the Strega invented artifacts of mind-bending power. Unfortunately, they distributed them among the general public and kicked-off centuries of civil war. All this is not a very good excuse for the kind of rolling-magic-fireballs and mystical-missile-attacks that got *Toshinden* laughed out of the beat 'em up arena a while back. *Destrega* treads the dangerous path of the fantasy fighting game, one strewn with the corpses of many unremarkable also-rans – including the *Destrega* team's first effort, *Dynasty Warriors*.

Like *Toshinden*, *Destrega* aims to blind combat veterans with a display of pyrotechnics likely to remain unmatched until the eve of the millennium. Unlike *Toshinden* the characters aren't imprisoned on a tiny island arena hovering over an abyss, nor are they

through a series of cut screens. Rather bizarrely, you start battling as one heroic young fighter and then take on another guise to battle the enemies of goodness – possibly even another gender. There's little subtlety about the moves on offer. Holding down a brace of buttons and twirling the D-Pad will produce an endless succession of round-winning attacks, whether you're next door to or half-a-block away from your opponent. Sure you can climb around the scenery and ascend to different levels but, especially when you're chucking fireballs, this seems to make very little difference to the overall nature of the scrap.

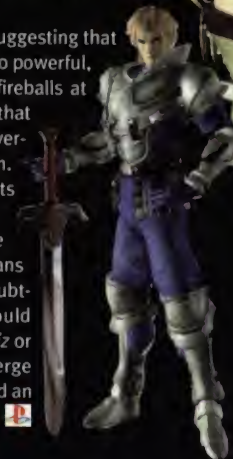
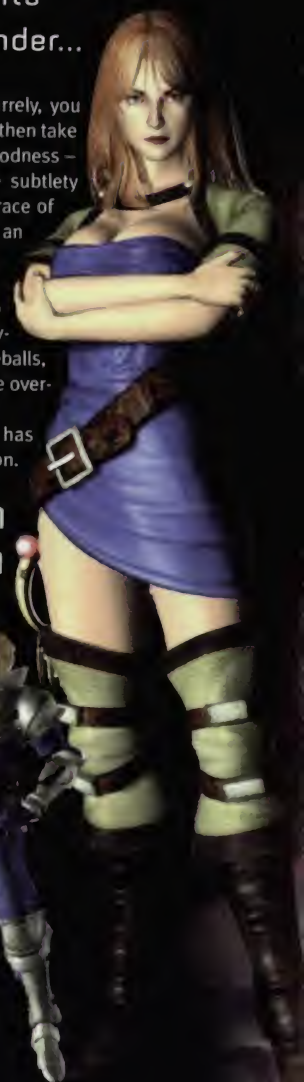
In both Japan and the US, *Destrega* has received something of a luke-warm reception.

"Destrega aims to blind combat veterans with a display of pyrotechnics likely to remain unmatched until the eve of the millennium"

subjected to the indignity of Ring-Outs. Instead the 12 fighters get the chance to run around castle courtyards, investigate dingy forests and catch their breath on picturesque cliff-tops during each fight. In a sense it's two games in one, with the three attack buttons able to create projectile or close-quarter attacks, depending on where you are in relation to your opponent.

Of course, fighting games don't work if there are no in-bred types to start a scrap with. Take your pick from bumpkin Gradd, who is 18 and lives with his Aunt Hilda, father and son battlers Doyle and Reyus, the nomadic Celia, lipstick/leather fetishist Milena, her royal ward Anjie or resistance fighters Tieme and Cougar. Then, of course, there are the bad guys – Fahlma, Raone, the fascist flunky, and their evil leader Zaubler (nice boots). Oh, and we almost forgot Rhozan, the obligatory old duffer in a dressing gown. While you can pitch straight in and pick a fight with one of the other characters, the different personalities are introduced

Many pundits have been suggesting that its projectile attacks are too powerful, turning it into a game of fireballs at 30 paces – an impression that our spin on this preview version seemed to confirm. While it certainly presents itself well and delivers the kind of slick in-game effects that modern fight fans demand, it's somewhat doubtful whether *Destrega* could take the 3D fight to *Ehrgeiz* or *Bushido Blade* and emerge without a bloody T-shirt and an ice pack.



Even though the latest posse of fighters are perve-worthy, it's not likely *Destrega* is going to set the 3D beat 'em up genre on fire...



PSM OPINION



Fully functional 3D and screen-filling special effects.



Pretty much a fireball-fest with silly plot lines that are all too familiar. Tactical depth is lacking as well.



We're trying to keep an open mind about *Destrega* but most of the reports from across the pond are none too encouraging.



Preplay round-up

Here are the rest of the games that are going to hit the shelves over the next few months – we'll bring you a full review of them in coming issues.

THE X-FILES

Publisher: Sony | Developer: Hyperbole Studios | Release date: September | Origin: US | Style: Adventure | Players: One



Sprawling across four discs, *The X-Files* is nearly identical to the disappointing PC game that came out almost a year ago. There's an original plot written by Chris Carter, but you are Agent Craig Willmore, not Mulder or Scully. You are placed in a spooky world of espionage, investigation and

standing around in dark rooms wagging a torch. There's piles of video footage, but gameplay simply involves clicking on screen "hotspots" as you search for clues, interview suspects, and try to find your bloody computer password. We think it's tedious, but huge X-philes just might love it. JH



RAINBOW SIX

Publisher: Jack Of All Games | Developer: Take 2 | Release date: September | Origin: US | Style: Strategic shooter | Players: One



A tale of top-secret espionage awaits. It's a first-person shoot 'em up relying on strategy as much as outright killing. But for budding assassins, all is not lost. There is plenty of heavy weaponry to choose from and the sniper mode is a beauty. Your SWAT team attempts covert

operations that everyone else is either too hopeless or chicken to do themselves. *Rainbow Six* allows you to switch between characters, so infiltration is more efficient. The storyline of Tom Clancy's novel is followed and 14 single-player missions are included. Promising. RY



SLED STORM

Publisher: EA | Developer: EA | Release date: September | Origin: Canada | Style: Snowmobile racer | Players: Four



Among the ridiculous amount of sequels at the huge EA stand at E3, *Sled Storm* stood out as a promising, original title. The pace of the game is swift, and hooning over the slopes and snow-covered jumps while you try and bustle an opponent into a nearby tree is great fun. Players can

pull off dozens of different stunts, sleds can be customised, and they handle realistically. There's 14 tracks, eight are open mountain and six are circuits, with multiple routes and different surfaces including snow, ice, water and mud. An exciting four-player mode caps it off. JH



GUARDIAN OF DARKNESS

Publisher: Sony | Developer: Cryo | Release date: TBA | Origin: France | Style: 3D ghost hunt | Players: One



While many developers appear happy to churn out clones, Cryo produces games that are quirky, original and downright unfashionable. *Guardian of Darkness* continues the trend. You play a no-nonsense monk able to conjure up impressive spells to fight an array of spiritual shenanigans. The

3D levels consist of mazes of rooms through which you must trundle in a quest for objects and clues. Its slow pace could suit gamers who prefer to take less of a gung-ho attitude and more of a thoughtful, methodical approach. But levels are small and the graphics are shoddy. OH



CASTROL HONDA SUPERBIKE

Publisher: Metro | Developer: Interactive | Release date: Out now | Origin: US | Style: Motorcycle racing | Players: Two



The first serious bike racer to try to lean its way into our affections. Played with an analog controller, the response of your bike is lively, without being overly wild. Your rider leans, the bike follows and friction burns reckon. Up to 24 riders compete at once on real Honda bikes, and

there are 14 tracks, with a mixture of circuits and city streets. Adjustments to one's speed can be made, while the Castrol Honda team dish out advice. Visually, the game is ugly, and the frame rate very sluggish, detracting from any high-speed thrills. Fun, but not exactly *GT* on two wheels. PW



SPACE INVADERS

Publisher: Activision | Developer: Z-Axis | Release date: September | Origin: US | Style: Retro shoot 'em up | Players: Two



Activision has chosen a similar route for *Space Invaders* as it did with its previous retro re-release, *Asteroids*. It is trying to maintain the spirit of a much-loved relic, while bringing in enough new features to keep it fresh (and justify a big price tag). There are over 20 different enemy types to

blast, plus 10 worlds, each with its own terrain and obstacles. No shooter today would be complete without an array of power-ups, which include powerful blasts and lob shots to toss at aliens as they reach the ground. Graphics are impressive and there's even cut-scenes. JH



FATAL FURY: WILD AMBITION

Publisher: EA | Developer: SNK | Release date: September | Origin: Japan | Style: Beat 'em up | Players: Two



This arcade conversion of a beat 'em up Neo Geo favourite looks a little rough around the edges. *Fatal Fury's* 3D-ish gameplay is decent, and the controls are responsive, however, none of the fighters are very fluid, even when throwing a basic punch. The most unusual features are heat

guage and overdrive attacks. They inflict more damage and rely on well-timed attacks. There are plenty of cool characters, but the flat 2D backgrounds are disappointing. Basically, the game's good bits aren't good enough, and it's certainly no challenger to *Tekken 3*. RY



URBAN CHAOS

Publisher: Eidos | Developer: Mucky Foot | Release date: September | Origin: UK | Style: Action adventure | Players: Two



Set in the near future, the world is on the brink of collapse. You have two characters with different playing styles at your disposal, and it is your duty to try and overcome the great evil and save the world. You must wander about every nook and cranny of the city, including sewers and rooftops,

and can use vehicles and loads of weapons. Players have amazing freedom to explore and experiment, and jumping from rooftop to rooftop while being chased by gunmen and helicopters is exhilarating. There's also a two-player mode, split-screen or link. It's going to be huge. JH



KINGSLEY

Publisher: Sony | Developer: Psygnosis | Release date: October | Origin: UK | Style: Platformer | Players: One



We haven't had high expectations for *Kingsley* because the last platformer from Psygnosis, *Rascal*, was so appalling. But *Kingsley* is a more appealing character, and the game is looking promising. It's more pedestrian than the likes of *Crash* and *Croc*; more of an adventure than a

reflex-tester. Controls at present are horrible, though. Moving the cute little fox is just far too fiddly, particularly when you're cornered by a sword-wielding baddie. Visually, the game is resplendent, with superbly realised, themed environments and loads of atmosphere. SM



KAGERO DECEPTION 2

Publisher: Ozisoft | Developer: Tecmo | Release date: Out now | Origin: Japan | Style: Action strategy | Players: Two



Best described as a third-person horror adventure, the game stars a young girl named Millennia in a very dark and disturbing world. She must battle anyone that dares to enter her castle, using various weapons and traps. You start with basic traps like arrows that shoot from the wall or

bear traps on the floor. As you kill more foes, you collect Ark power, used to build more devastating traps. You need to use tactics and think about the best placement of traps, and use a room's features like blades and spikes to advantage. It's certainly unusual and gory stuff. JH



UEFA STRIKER

Publisher: Infogrames | Developer: Rage | Release date: September | Origin: UK | Style: Soccer sim | Players: Two



Shaping up to be the true connoisseur's soccer sim. The key is the superb ball control, far more flexible than anything previously seen. You can play the ball into space, play through balls and long passes, flick headers on, knock headers down and even sell dummies. The quality

of the goals you can score is breathtaking. The game includes 51 UEFA national teams, plus 44 of Europe's top club sides, bonus non-European national squads and eight competition modes. The *GT*-like training mode opens up new teams and tournaments as you pass tests. RP



HE PRACTICED ON A PC.



QUAKE OFFICE OF THE MEDICAL EXAMINER

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the **OFFICIAL**
PLAYSTATION MAGAZINE

READERS **TOP** 50 GAMES





ACCEPTANCE S P E E C H

ISS Pro 98 – 46th Position

...ISS Pro 98 stumbles onto the stage wearing a cheap suit and stinking of whisky, before grabbing the award off startled PSM Editor, Rob Pegley...

"Firstly, I'd like to thank all the true believers for voting for me. I couldn't have done it without you all!

I'd also like to thank my parents, ISS Pro and the Roman calendar. If Mum and Dad had never got it together, a successful offspring like me would never have been imagined.

"I'd just like to say that I mightn't have the flashy moves, big budgets or yearly releases of a certain other kick-around, but it's nice to see some people out there respect what I'm trying to do.

"Just because I don't have an advertising budget bigger than Australia's GDP, doesn't mean I can't play. Right here, right now on this podium, I challenge all other soccer games to beat me for excitement or thrills.

"Finally, I'd like to devote this award to all the true believers. This is for you, sports fans. Oh, and may I just add, may EA Sports rot in hell.

"Thank you."



50

SMALL SOLDIERS

Developer: Dreamworks
Publisher: EA
Genre: Strategy
Setting: Cartoon universe
Score: 6/10, PSM 18
Percentage of vote: 0.2%

The first entrant in the Readers Top 50, and the first big surprise. We think it's rubbish, but the kiddie vote obviously got this one home. Criminal.

For trivia fans, there are actually nine games that we featured in our PSM Top 50 that didn't make it in the readers' list. But we're not telling you which ones yet, it'll spoil the surprise.



49

ROAD RASH/ROAD RASH 3D

Developer: EA
Publisher: EA
Genre: Racing
Setting: Real world
Score: 6/10, PSM 13 (RR 3D)
Percentage of vote: 0.2%

Hoon around on motorcycles and belt passers by with heavy chains. It's not brain surgery, and you lot obviously like it a whole lot more than us. There is something incredibly fun about whacking a motorcyclist off his bike with a plank, but we reckon most people will be bored after five minutes. Australians love their racing games, even lame ones.



48

CROC

Developer: Argonaut
Publisher: Fox
Genre: Platform
Setting: Bonkers
Score: 7/10, PSM 6
Percentage of vote: 0.2%

The under 10 vote flexes its puny muscles again and sneaks *Croc* into the Top 50 alongside more respected platform heroes like *Crash* and *Spyro*. We think *Croc 2* is a far superior beast, the original was a little too short and lacking in originality for us. But it was perfectly suited to the younger market, and PSM's nappy brigade have voted accordingly.



43

MORTAL KOMBAT 3/4

Developer: Midway
Publisher: GT
Genre: Beat 'em up
Setting: Fantasy
Score: 6/10, PSM 15 (MK4)
Percentage of vote: 0.2%

Just when things were looking up, you lot degenerate again. How you can vote for the *Mortal Kombat* games when there are beat 'em ups like *Tekken 3*, *Soul Blade* and *Kensei* kicking and punching around is beyond us. Granted MK3 is an almost perfect conversion of a huge arcade game,



42

A BUG'S LIFE

Developer: Disney
Publisher: Sony
Genre: Platform
Setting: Cartoon universe
Score: 7/10, PSM 20
Percentage of vote: 0.2%

The tiny tot vote once again flexes its developing muscle. *A Bug's Life* also has the advantage of being recently released and being firmly lodged in many PlayStations around the country. It's a platformer with cute graphics gleaned straight from the movie that all the family can enjoy. Hardly original platform action, but popular and plenty of fun.



47

WCW NITRO/THUNDER

Developer: THQ
Publisher: GT
Genre: Beat 'em up
Setting: Real world
Score: 5/10, *PSM 21 (Thunder)*
Percentage of vote: 0.2%

PSM readers obviously have a fondness for spandex outfits and rude gestures. Wrestling twins *WCW Nitro* and *WCW Thunder* make the Top 50, despite a bagging in the hallowed PlayTest pages of *PSM*. *Thunder* actually received a miserable 5/10 in *PSM 21*, and wins the gong for the lowest scoring title in the Top 50. Well done.



46

ISS PRO/98

Developer: Konami
Publisher: GT
Genre: Sports sim
Setting: Real world
Score: 9/10, *PSM 16 (ISS Pro 98)*
Percentage of vote: 0.2%

At last! A quality game, and a title that made it into *PSM*'s own illustrious Top 50. We were beginning to think you all had no taste. We gave *ISS Pro 98* our golden boot award as the finest soccer simulation on PlayStation. It's got tidy graphics, but as *PSM* readers know, it's the gameplay depth and realism that makes *ISS* a brilliant kick-around.



45

LEGACY OF KAIN: SOUL REAVER

Developer: Crystal Dynamics
Publisher: Eidos
Genre: Action/adventure
Setting: Fantasy
Score: 9/10, *PSM 21*
Percentage of vote: 0.2%

Controversial! Some *PSM* readers are obviously easily swayed. We gave the game 9/10, so you list it as one of your favourite games ever. Trouble is, the title is actually still not out yet. Strangely, even though they haven't played it, enough readers gave the sequel to *Legacy of Kain* the nod to put *Soul Reaver* into 45th place. Hmm.



44

NBA LIVE '99

Developer: EA Sports
Publisher: EA
Genre: Sports sim
Setting: Real world
Score: 9/10, *PSM 19*
Percentage of vote: 0.2%

This is more like it. A game that's on the shelves and a game that's very, very good. EA's brilliant hoop-and-ball simulation slam dunks into 44th position. Easily the best orange ball sim, it's exciting for the novice and absorbing for the die-hard. The variety of moves ensure the game has heaps of depth, and two-player showdowns are thrilling.



41

STREET FIGHTER SERIES

Developer: Capcom
Publisher: Ozisoft
Genre: Beat 'em up
Setting: Cartoon universe
Score: 9/10, *PSM 22 (SF Alpha 3)*
Percentage of vote: 0.3%

After much argument in *PSM Towers*, we finally decided to throw all the *Street Fighter* games in together. There was actually a fair spread of votes for almost all of the titles in the lengthy series. Our favourite is *Street Fighter Alpha 3*, which once again proved that gameplay is more important than extravagant graphics, and bagged 9/10 in *PSM 22*.



40

WWF WARZONE

Developer: Acclaim
Publisher: Acclaim
Genre: Beat 'em up
Setting: Real world
Score: 7/10, *PSM 15*
Percentage of vote: 0.3%

Until *Attitude* finally gets released, we think *Warzone* is easily the best wrestling sim on the market, and *PSM* readers obviously agree, placing it seven places ahead of the combined evil forces of *WCW Thunder* and *WCW Nitro*. *Warzone* perfectly captures the rank stupidity of the sport, and captured the hearts of plenty of *PSM*'s devoted.



39

DEVIL DICE

Developer: Shift
Publisher: Sony
Genre: Puzzle
Setting: Bonkers
Score: 8/10, *PSM 19*
Percentage of vote: 0.3%

The first puzzler to get into the Top 50. *Devil Dice* is guaranteed to give your noggin a workout, but it obviously intrigues more than it frustrates. At first it seems really simple, just join like dice together, but it's actually fiendishly tricky. Puzzle games did fairly poorly in overall voting, and were much more popular with our ladies than gents.



38

MUSIC

Developer: Codemasters
Publisher: Ozisoft
Genre: Music
Setting: Real world (sort of...)
Score: 9/10, *PSM 19*
Percentage of vote: 0.4%

Music's not a game, it's a remarkable tool for creating your own tunes. It's anything but a toy, and *PSM* readers addicted to its charms have been producing professionally-sounding creations for months. *Music* is comprehensive and superb fun to tinker with. You can even create your own music video. We approve, and obviously you do, too.





ACCEPTANCE S P E E C H

Doom – 28th Position

...*Doom*, now a grandfather to countless shoot 'em ups, enters the stage in a wheelchair to a standing ovation from the audience. As he begins to address the crowd his false teeth fall onto the floor...

"Twenty-what? In my day, there wasn't a bigger or scarier game than me.

All these young whipper-snappers tried to copy my moves, but let's see them take on the hordes of demons from hell. Today's generation are all soft, they wouldn't know a hard day's gaming if it bit them in the bum.

"You young things should all be ashamed of yourselves. How many games today have a BFG? If I wasn't in this damn wheelchair I'd give you all a good thrashing.

"Now, get me off this stage, I've soiled my undergarments."



37

SOUL BLADE

Developer: Namco
Publisher: Sony
Genre: Beat 'em up
Setting: Fantasy
Score: 9/10, *PSM* 3
Percentage of vote: 0.4%

We were expecting this superb weapons-based fighter to reach a higher position, but perhaps the entry form conspired against it. Lots of readers simply put *Tekken 1* for their first favourite game, *Tekken 2* for their second, and *Tekken 3* for their third, leaving no room for *Soul Blade*. Fortunately, enough readers squeezed it onto the form.



36

MICRO MACHINES v3

Developer: Codemasters
Publisher: Ozisoft
Genre: Racing
Setting: Bonkers
Score: 9/10, *PSM* 4
Percentage of vote: 0.4%

Micro Machines might be tiny, but *PSM* readers have found a big place in their hearts for this superb racer. Races through the 3D worlds are frantic, exciting and gigantic fun, especially with a large crowd. With loads of cars and tracks, there's a lengthy challenge. A brilliant party game where you'll do as much laughing as driving.



35

FORMULA ONE/97/98

Developer: Psygnosis
Publisher: Sony
Genre: Racing
Setting: Real world
Score: 8/10, *PSM* 5 (*F1 97*)
Percentage of vote: 0.5%

How the mighty have fallen. If it wasn't for the miserable *F1 98*, we're sure Psygnosis' *Formula One* series would have placed higher. Obviously *98* left a bitter taste in the mouths of many faithful readers, who cast their precious racing votes elsewhere. Still, *F1 97* has just hit Platinum, and it's a superb simulation that's tough to beat.



31

V-RALLY

Developer: Infogrames
Publisher: Ozisoft
Genre: Racing
Setting: Real world
Score: 9/10, *PSM* 4
Percentage of vote: 0.5%

It's just been made redundant with a superb sequel, but once upon a time *V-Rally* was the finest rally simulation belting around the place. And obviously, many readers still remember it fondly, and even bring it out for a quick hoon. After last month's astonishing 10/10 review, we'll wager *V-Rally 2* will become a favourite of even more readers.



30

GEX 3/4

Developer: Crystal Dynamics
Publisher: Ozisoft
Genre: Platform
Setting: Bonkers
Score: 7/10, *PSM* 22 (*Gex 4*)
Percentage of vote: 0.6%

Enter the Gecko. It seems the wisecracking reptile Gex has plenty of admirers. We've always liked the lizard's sense of humour and personality, which almost makes up for the fact that the platform action is often a little repetitive and unoriginal. Still, there's always plenty of tasks to complete, lots of secrets, and plenty of fun to be had.



29

BUST-A-GROOVE

Developer: Enix
Publisher: Sony
Genre: Music
Setting: Real world
Score: 8/10, *PSM* 16
Percentage of vote: 0.6%

Groovy baby, yeah! The ultra-hip dancing simulation shimmies its way into a very respectable 29th position. And why not? This is the most fun you can have without donning flares and platform shoes. The gameplay might be pretty basic, but the tunes are fabulous and the game is hilarious fun against a friend. Get down.



34

WIPEOUT/2097

Developer: Psygnosis
Publisher: Sony
Genre: Racing
Setting: Science fiction
Score: 9/10, *PSM 2 (2097)*
Percentage of vote: 0.5%

Another slightly disappointing result for Psygnosis. The *Wipeout* games helped to define the PlayStation's funky image with blistering speed, hi-tech graphics and cool tunes, but they're obviously not as popular today. *PSM* expected a much higher finish for our favourite futuristic racer. Perhaps *Wipeout 3* will command a new army of devotees.



33

TENCHU: STEALTH ASSASSINS

Developer: Sony Music
Publisher: Activision
Genre: Action adventure
Setting: Real world
Score: 8/10, *PSM 16*
Percentage of vote: 0.5%

This sneak 'em up with swords didn't quite make the cut in *PSM*'s Top 50, but we approve of your enthusiasm. You need to use stealth and strategy to succeed in each mission, as well as an arsenal of ninja weapons and a fantastic grabbling hook for reaching dizzying heights. A stylish, tense and refreshingly different fighting adventure.



32

RUGRATS

Developer: THQ
Publisher: GT
Genre: Platform
Setting: Cartoon universe
Score: 7/10, *PSM 21*
Percentage of vote: 0.5%

Those ankle biters are at it again, voting in another surprise into the Top 50. Conveniently timed to cash in on the movie, *Rugrats* has obviously warmed the hearts of the young *PSM* readers. And who could blame them? *Rugrats* is cute, colourful, and will keep youngsters entertained for hours with a variety of fun tasks to complete.

ACCEPTANCE
S P E E C H

Bust-A-Groove—29th Position

...*Bust-A-Groove* shimmies to the winner's podium wearing an outrageously funky white satin jumpsuit, platform shoes and gold chains...

"Funky man! Like wow, this is so happening, dudes."

"On the shop shelves, rivals with bad karma like Duke Nukem and Lara Croft tried to give me lip about not being tough or a real game, but I showed 'em I've got disco balls as big as anyone."

"Thank you righteous mammas and pappas for this award, but just one quick question, does it come in purple?"



28

DOOM/FINAL DOOM

Developer: id
Publisher: GT
Genre: Shoot 'em up
Setting: Fantasy
Score: 9/10, *PSM 2 (Final Doom)*
Percentage of vote: 0.6%

Who could deny that one of the most influential games ever deserves a place in your hearts? Granddaddy *Doom* spurned a thousand shoot 'em up imitators, but *Doom* and *Final Doom* on the PlayStation remain wickedly fun even today. Fast, violent, atmospheric and even scary. And there's big, bad, kick-arse guns.



27

DESTRUCTION DERBY 1/2

Developer: Reflections
Publisher: Psygnosis
Genre: Racing
Setting: Real world
Score: 8/10, *PSM 2 (DD2)*
Percentage of vote: 0.8%

Many *PSM* readers are obviously born to be wild. These psychopathic petrol heads like nothing more than to pummel cars into scrap metal while they pull off outrageous manoeuvres like barrel rolls, cartwheels and 360-degree loops. The *Destruction Derby* twins remain wickedly fun today, even if their long-term appeal is a little suspect.



26

POINT BLANK

Developer: Namco
Publisher: Sony
Genre: Shoot 'em up
Setting: Bonkers
Score: 9/10, *PSM 8*
Percentage of vote: 0.9%

Those wacky funsters Dr Don and Dr Dan will be well pleased. There's only 25 games in existence that *PSM* readers rate more highly than the safari twin's magnum opus that is *Point Blank*. It's a classy shooting game that has a great sense of humour. Party games are hilarious fun and each level offers something different and a new challenge.





ACCEPTANCE S P E E C H

MediEvil – 20th Position

...We're afraid *MediEvil* can't join us tonight. He's currently in New York rehearsing a musical version of *MediEvil* for the Broadway stage. The game's producer, Chris Sorrell, will accept the award on *MediEvil's* behalf...

"On behalf of *MediEvil*, I'd like to thank you very much for voting and showing as much enthusiasm for the project as we at Sony did.

"Not many of you will know this, but Sir Dan Fortesque was actually not our first choice for the star of *MediEvil*. We wanted Crash Bandicoot to help bring the project a wide audience, but Crash had a problem with his limbs being used as projectile weapons. He also couldn't shed enough weight for the role, which obviously required a very, very skinny character.

"But just before we started filming, I bumped into Sir Dan on the set of *Final Fantasy VII*, where he was playing an extra. As I stared into his one eye and looked up and down his bony body, I knew he was our star for *MediEvil*. And a new undead cult hero was born.

"A Top 20 finish for *MediEvil* is simply just a wonderful acknowledgement from you, the public, that we made the right choice for our leading man. Thanks again."

25

FIFA 97/98/99

Developer: EA Sports
Publisher: EA
Genre: Sports
Setting: Real world
Score: 9/10, *PSM* 18 (*FIFA* 99)
Percentage of vote: 0.9%

We rate *ISS Pro* more highly, but *PSM* readers disagree. *FIFA* is their most beloved soccer simulation. Certainly, there's much to love about a kick-around with *FIFA*. Games are as much fun to play as they are spectacular to watch. You'll have a ball. Not surprisingly, it was *FIFA 99* that kicked the most goals and scored the most votes.



24

VIGILANTE 8

Developer: Luxoflux
Publisher: Activision
Genre: Driving
Setting: Real world
Score: 9/10, *PSM* 12
Percentage of vote: 1.0%

The grooviest car combat game driving around. With this and *Bust-A-Groove* making the Top 50, *PSM* readers obviously have a penchant for disco balls, afros and bell-bottom jeans. We'd be very afraid if it weren't for the fact that *Vigilante 8* is a superb game, with a wide variety of far-out vehicles, massive areas and a funky disco soundtrack.



23

DIE HARD TRILOGY

Developer: Probe
Publisher: Fox
Genre: Action adv., shoot 'em up, driving
Setting: Real world
Score: 8/10, *PSM* 1
Percentage of vote: 1.0%

Three games in one, why wouldn't you love it? A *Resident Evil*-style action adventure in the Nakatomi building for *Die Hard*, a *Time Crisis*-style shoot 'em up for *Die Harder*, and a frantic car chase in a cab through city streets for *Vengeance*. Who needs Bruce when you can have this much fun without him?



19

TIME CRISIS

Developer: Namco
Publisher: Sony
Genre: Shoot 'em up
Setting: Real world
Score: 9/10, *PSM* 6
Percentage of vote: 1.8%

There's not a game in the Top 20 that doesn't reek of class, and *Time Crisis* is no exception. Dispatch wave after wave of bad dudes with your trusty G-Con, ducking for cover when the action gets too hot. If it ever gets topped as the best shooter on PSX, you can bet its successor is *Time Crisis 2*.



18

RIDGE RACER 1/2/3/4

Developer: Namco
Publisher: Sony
Genre: Racing
Setting: Real world
Score: 9/10, *PSM* 21 (*Type 4*)
Percentage of vote: 1.8%

Namco's blisteringly fast *Ridge Racer Type 4* has raced into *PSM* readers' hearts, capturing a very healthy vote. There were votes for *Ridge Racer*, *Revolution* and *Rage Racer* from a few nostalgic readers, but the lion's share went to the shiny new *Type 4*. It has amazing speed, lovely looks and loads of well-designed cars and tracks.



17

TOCA TOURING CARS 1/2

Developer: Codemasters
Publisher: Ozisoft
Genre: Racing
Setting: Real world
Score: 9/10, *PSM* 17 (*TOCA 2*)
Percentage of vote: 1.9%

Imagine if Codies had reproduced Bathurst instead of the English TOCA championship? Petrol heads would have gone into a frenzy. Still, 17th is an excellent posy for these classy and difficult racing simulations. Australians certainly love touring cars, it's real men driving real cars. And we certainly love TOCA. Exciting stuff.



22

C&C/RETALIATION/RED ALERT

Developer: Westwood
Publisher: EA
Genre: Strategy
Setting: Real world
Score: 8/10, PSM 2 (C&C)
Percentage of vote: 1.0%

The *Command & Conquer* strategy titles that made wargames fun again. Easy to play and difficult to master, no wonder you lot love 'em. It's certainly more fun making war, not love. Playing *Command & Conquer* is a constant juggling act between developing your base, moving your units, and deciding on defence or attack.



21

DUKE NUKEM/TIME TO KILL

Developer: 3D Realms
Publisher: GT
Genre: Shoot 'em up
Setting: Bonkers
Score: 8/10, PSM 15 (TTK)
Percentage of vote: 1.1%

The young apprentice has beaten the old master *Doom*. And doesn't he love it? Duke salutes the huge audience, pinches the bum of the nearest female PSM reader and stage dives into the crowd. Duke might be a show-off, but he is well loved. The original and *TTK* are a blast, with fun weapons and plenty of bad alien dudes to blow away.



20

MEDIEVIL

Developer: Sony
Publisher: Sony
Genre: Action adventure
Setting: Fantasy
Score: 9/10, PSM 15
Percentage of vote: 1.3%

Into the Top 20 now, and an excellent showing from Sir Dan Fortesque. He might have only one eye left and be skinnier than Kate Moss, but this undead hero has a legion of fans. Early levels suggest a simple button bashing affair, but the game offers some great puzzles, wonderful set pieces, variety between levels and increasingly difficult foes.



16

SPYRO THE DRAGON

Developer: Insomniac
Publisher: Sony
Genre: Platform
Setting: Fantasy
Score: 8/10, PSM 16
Percentage of vote: 2.0%

He will forever live in Crash's shadow, but young dragon Spyro has plenty of PSM readers under his spell. *Spyro* is a dazzling 3D platformer, which is guaranteed to send kids into a tailspin and really light your fire. With delightful characters, plenty of colourful worlds to explore and a lengthy challenge, Spyro's placing is well deserved.



15

COOL BOARDERS 1/2/3

Developer: UEP
Publisher: Sony
Genre: Sport
Setting: Real world
Score: 8/10, PSM 17 (CB3)
Percentage of vote: 2.2%

This trio of snowboarders surprised us. We know snowboarding is the coolest extreme sport, and that *Boarders* is top fun for those who don't want to risk death on the slopes, but we didn't expect so many votes. The vast majority of nods were for the third game, which offers well-designed courses and ample chances to show off with radical tricks.



14

GRAND THEFT AUTO

Developer: DMA
Publisher: GT
Genre: Driving adventure
Setting: Real world
Score: 8/10, PSM 6
Percentage of vote: 2.3%

What could be more fun than jumping buses over rivers? Perhaps skittling Hare Krishnas while you evade the cops on your tail. *GTA* lets you do both. Players can run missions for the Mob on foot or in any stolen vehicle, and hopefully cause as much car-nage as possible. We love it, and obviously, so do you. Just don't show your Mum.

ACCEPTANCE
S P E E C H

Cool Boarders – 15th Position

...Arms aloft in triumph, *Cool Boarders* leaps onto the stage...

"Rad! Oh man, I'm like, totally blown away.

"This is, like, so cool. Really gnarly, man, thanks.

"Sick!

"Valid!

"I went to these suits at Sony, right, and said, like, you gotta release me, man, I'm way cool. And he says, like, no way dude, and I say, like, bummer.

"So, like, I go back to hit the slopes for a few months, and work on some cool new tricks. I'll have to, like, show you all one day.

"But then, like, the Sony dude comes back a few months later, with this mega cheque-book and all, and is like, licking my sneakers, begging me to come to PlayStation and not to those freaks at Nintendo.

"But for me man, Mario has always had bad karma, so I went with the suit dude.

"This award rocks. I mean it, man.

"But just one thing, man, can you smoke it?"





ACCEPTANCE S P E E C H

Rollcage – 13th Position

...*Rollcage* races to the podium to accept his award, but as he begins to address the massive crowd, is overcome by emotion. This is his teary speech...

"I'm speechless, I really don't know what to say. Honestly.

"I just didn't expect this at all. Every magazine in the universe has compared me to *Wipeout*, and frankly, said I wasn't up to it. *Wipeout* was given a massive pay cheque by Psygnosis, had the Designers Republic doing his make-up, and even hung around with The Chemical Brothers and The Prodigy. But where has he finished? Thirty-fourth!

"I hope this award inspires all you games out there, especially the mediocre guys, even you wrestling games. I hope you learn that you can be popular even without 10/10 reviews. I'd just really like to thank Electronic Arts and in particular *FIFA Soccer*, who really provided my inspiration in this regard. Cheers lads.

"Finally, I'd just like to announce that my wife, *ESPN Extreme Games*, and I are expecting a child. It should be born next year, and we'll call it *Rollcage Extreme*.

"Thanks again, and let me just finally say, sucked in, *Wipeout*. Suffer!"



TOP

13

ROLLCAGE

Developer: Psygnosis
Publisher: Sony
Genre: Racing
Setting: Science fiction
Score: 9/10, *PSM* 20
Percentage of vote: 2.4%

Wow. A very impressive debut at Number 13 in the Readers Top 50 for Psygnosis' latest futuristic racer. It certainly walloped old-timer *Wipeout*. *Rollcage* is a fast and funky racer with an incredible sensation of speed and a host of weapons, but *PSM* still prefers *Wipeout 2097*. Perhaps we're getting old.



12

SHANE WARNE CRICKET '99

Developer: Codemasters
Publisher: Ozisoft
Genre: Sports
Setting: Real world
Score: 9/10, *PSM* 18
Percentage of vote: 2.6%

The sheik of tweak spins his magic into 12th position and gets the nod as your favourite sports game, bowling over the likes of *FIFA* and *NBA Live*, and hitting *ISS Pro* for six. As in real life, Warnie's got a big bag of tricks, with a large range of shots to perform and plenty of different balls to bowl. It's first-class fun. Onya Shane.



11

ABE'S ODDYSEE/EXODDUS

Developer: Oddworld Inhabitants
Publisher: GT
Genre: Platform
Setting: Bonkers
Score: 9/10, *PSM* 17 (*Exoddus*)
Percentage of vote: 2.8%

Abe has farted his way into *PSM* readers' hearts forever, and just missed the Top 10. The two *Abe* games are hilariously fun adventures. Surprisingly, the more recent *Exoddus* pipped the cheaper and bigger-selling *Oddyssey* for votes, and even stranger, Abe was more popular with women than blokes. Perhaps ladies are attracted to farters, after all...



7

NEED FOR SPEED 1/2/3/4

Developer: EA
Publisher: EA
Genre: Racing
Setting: Real world
Score: 8/10, *PSM* 22 (*NFS4*)
Percentage of vote: 3.8%

A very impressive result from the *NFS* quartet. We question their long-term appeal, but obviously many of you never get sick of trying to outrun the cops and bash through roadblocks in high performance sports cars.

Newly released *HighStakes* won the biggest share of the votes.



6

RESIDENT EVIL 1/2

Developer: Capcom
Publisher: Ozisoft
Genre: Action adventure
Setting: Fantasy
Score: 10/10, *PSM* 9 (*RE2*)
Percentage of vote: 4.4%

Now we're getting serious. The *Res Evil* games are frighteningly good, and *PSM* readers love 'em. *Res Evil 2* outpolled the first by nearly 10-to-1, and remains the king of survival horror even after the release of *Silent Hill*. It's absolutely panic-inducing, and uncovering the mystery of a viral outbreak with Jill or Chris is pant-wettingly scary, but fun.



5

TOMB RAIDER 1/2/3

Developer: Core
Publisher: Eidos
Genre: Action adventure
Setting: Real world
Score: 9/10, *PSM* 18 (*Tomb 3*)
Percentage of vote: 4.5%

Cyberchick extraordinaire Lara leaps into the Top 5, with a pile of votes almost as big as her bazookas. And it's not just pervy lads, women like *Tomb Raider* even more than the blokes. Lara fans have little doubt over their favourite installment: *Tomb 3* polled three times as many votes as the original, and eight times more than the second game.



10

DRIVER

Developer: Reflections
Publisher: GT
Genre: Driving
Setting: Real world
Score: 9/10, PSM 22
Percentage of vote: 2.8%

Unbelievable, a Top 10 finish for *Driver*. Bloody hell, the game hadn't even been released when we ran the Top 50 competition. You lot obviously took a fancy to our review and demo in PSM 22. Fortunately, PSM readers know a quality game when they see one, and had it been released earlier, no doubt *Driver* would have finished even higher.



9

COLIN McRAE RALLY

Developer: Codemasters
Publisher: Ozisoft
Genre: Racing
Setting: Real world
Score: 9/10, PSM 13
Percentage of vote: 3.6%

We're into the really high polling games now, with Codies zooming into ninth spot on the grid with Colin behind the wheel. Up until last month's release of *V-Rally 2*, *McRae* was the premier rally driving simulation, and it is obvious that you lot are still as rapt with it as when PSM first slid sideways around a corner. A superb simulation now on Platinum.



8

FINAL FANTASY VII

Developer: Square
Publisher: Sony
Genre: Role-playing
Setting: Fantasy
Score: 10/10, PSM 6
Percentage of vote: 3.7%

A slightly disappointing result for the king of RPGs. One of the most ambitious games ever released, with an epic storyline and incredible graphics, *Final Fantasy* cast millions of people in its spell. We expected it to finish higher, especially with the recent Platinum release. For trivia fans, it's the lowest polling title that received 10/10 in PSM.



4

TEKKEN 1/2/3

Developer: Namco
Publisher: Sony
Genre: Beat 'em up
Setting: Real world
Score: 10/10, PSM 14 (*Tekken 3*)
Percentage of vote: 5.0%

Sheer class. The *Tekken* games have always been the finest beat 'em ups that money can buy, and well-educated PSM readers obviously wholeheartedly agree, evidenced by a massive vote. There's also little doubt as to which in the series is the finest – *Tekken 3* polled nearly 10 times as many votes as *Tekken 2* and over 20 times the original.



3

CRASH BANDICOOT 1/2/3

Developer: Naughty Dog
Publisher: Sony
Genre: Platform
Setting: Bonkers
Score: 10/10, PSM 18 (*Crash 3*)
Percentage of vote: 6.7%

There was no doubt *Crash* would feature, the only question was how many scalps he would take. At third position, Crash beat the *Tekken* fighters into a bloody pulp, out-leapt Lara and even showed the STARS from *Res Evil* how to use a bazooka. Many readers listed their three favourites as *Crash 1*, *2* and *3*, but *Crash 3* gained the biggest vote.



2

METAL GEAR SOLID

Developer: Konami
Publisher: GT
Genre: Action adventure
Setting: Real world
Score: 10/10, PSM 20
Percentage of vote: 11.5%

What a game. And what a close finish! If Solid Snake had his publicity department just buy a few more copies of the mag and fill out a few more coupons, he would have been holding the premiership cup aloft. Nevertheless, we pay tribute to one of the PlayStation's finest, as gripping as any action movie and as rewarding as a great novel.

ACCEPTANCE
S P E E C H

Metal Gear Solid – 2nd position

...Unfortunately *Metal Gear Solid* cannot join us this evening for the presentation. He's currently undergoing cosmetic surgery at Konami and will change his name by deed poll to *Metal Gear Solid: VR Missions*. Accepting the award on his behalf is Solid Snake, who strides to the stage in a black tuxedo while smoking his favourite brand...

"Thank you very much on behalf of my intimate friend and colleague, *Metal Gear Solid*. I'm sure if *Metal Gear* was here tonight, he'd be both overjoyed and disappointed at this second placing.

"It's true *Metal Gear* was an incredibly popular game, and to get over 11 per cent of the reader vote is a brilliant achievement, but I can't help but think he'd be feeling let-down. If only I had instructed my publicity department to buy a few more copies of PSM and fill out a few more coupons, I'd be holding the Holy Grail aloft. But be assured I will be sneaking into the homes of every one of you who didn't vote for *Metal Gear*, and planting a grenade under your bed covers.

"But nevertheless, I'm sure *Metal Gear* will treasure this award always, and to all the readers who took the time to vote for the best sneak 'em up adventure that has ever lived, I thank you. Goodnight."



1

GRAN TURISMO

Developer: Polyphony
Publisher: Sony
Genre: Racing
Setting: Real world
Score: 10/10, PSM 11
Percentage of vote: 11.7%

The finest racing game ever, and your favourite game ever.

Gran Turismo is the ultimate driving simulator. Well over a year after its release, it is more popular than even a testimony to its incredible depth. Clearly, it won't be bettered until Polyphony release its sequel (hopefully) later in the year.

GT is the finest racer on any console and set new standards for realism and detail. It's an enormous challenge, with over 250 real cars included in the game. Every car handles differently and



realistically, and you have to work hard to buy new cars and customise them by passing licence tests and winning prize money from races.

Obviously by the huge vote there aren't that many *PSM* readers who don't already own a copy of *Gran Turismo*, but if for some chance you have resisted the temptation to spend your hard-earned on the finest racing game on the planet, submit now. The game has gone Platinum, and we can't think of a better way to spend \$40. Better still, subscribe to *PSM* and get a free copy!

Gran Turismo received an astonishing 11.7 per cent of the overall vote in the Top 50 competition. Each *PSM* reader was able to vote for their three favourite games, which means that more than a third of readers voted for *GT*. It was an overwhelming endorsement for the finest game ever made.

But interestingly, the state of play is not uniform across Australia. *Gran Turismo* was not the highest voting game in every state. *Crash Bandicoot 3* got the gong in the Northern Territory, while in Western Australia and Tasmania, gamers prefer *Metal Gear Solid* to the king of racers. Female *PSM* readers also didn't vote *Gran Turismo* as their fave game, putting the *Crash* and *Tomb Raider* games ahead.

But overall, no-one can take away the fact that *GT* is Australia's most popular PlayStation game. *PSM* salutes the finest driving simulation ever.

Congratulations, *Gran Turismo*.



MISSING

IN ACTION

These are the games that we thought were worthy enough for our Top 50 (*PSM*

22) that you lot obviously don't like. Sorry, but we must ask, what's wrong with you?

Missing in action were: *Bust-A-Move 4*, *Circuit Breakers*, *Colony Wars*:

Vengeance, *G-Police*, *Motorhead*, *Everybody's Golf*, and *International Track & Field*.

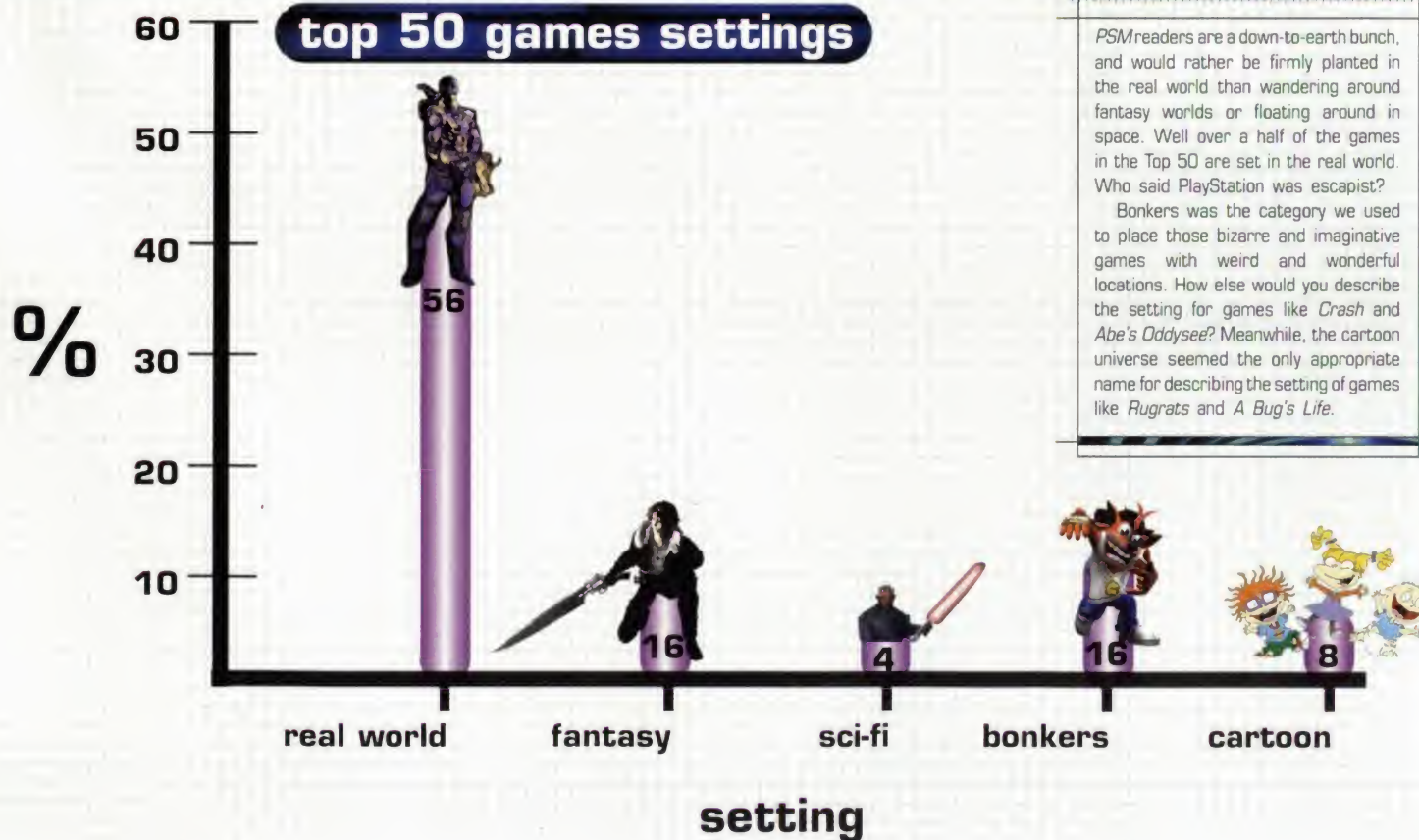


top 50 games developers



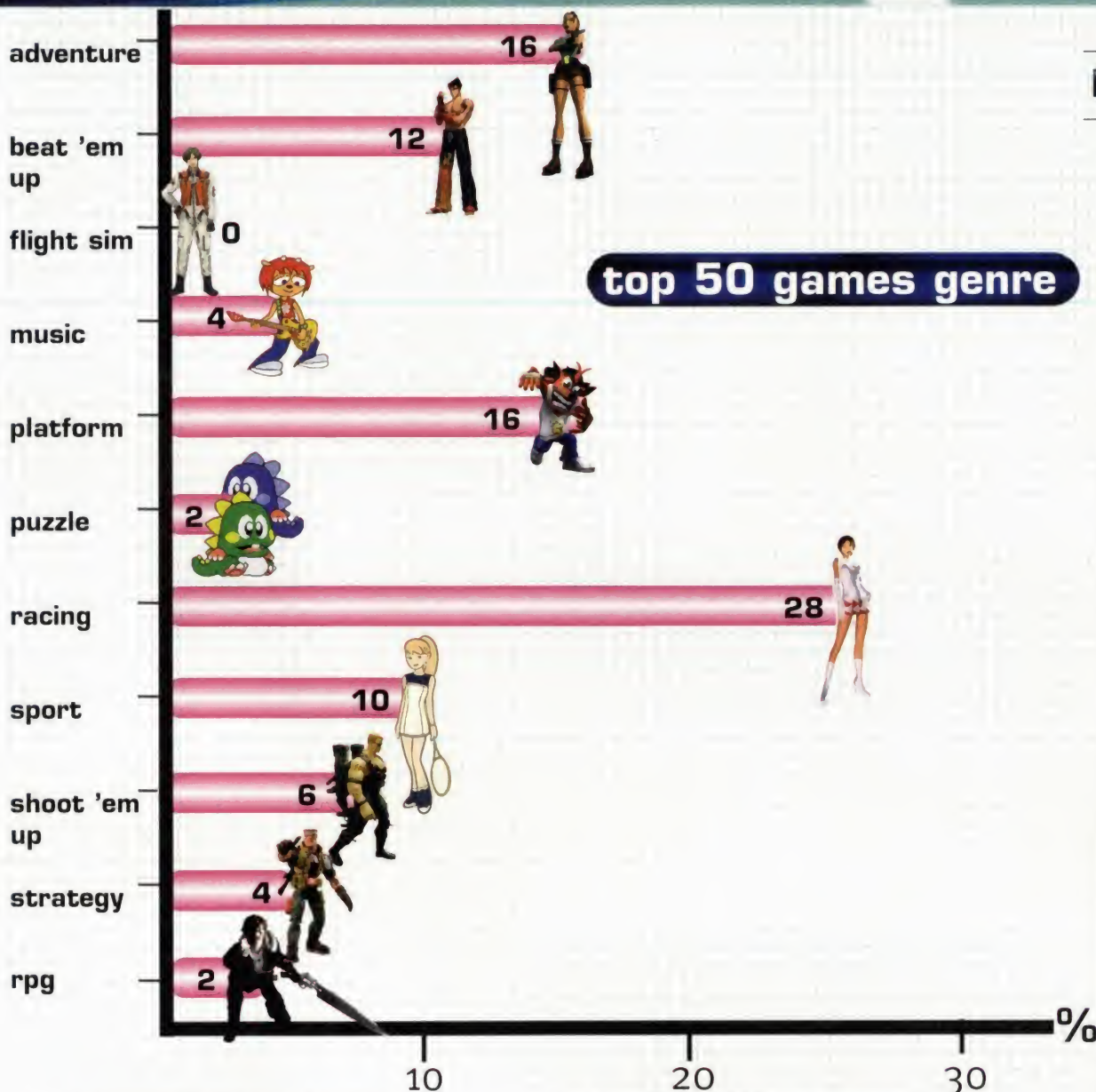
A big surprise here. PSM expected the likes of Namco, Psygnosis, Capcom and Konami to dominate proceedings, but reasonably small UK developers Codemasters almost pipped the big boys to stand on top of the illustrious PSM Readers Award podium. Codemasters rarely produces a bad game, and had an impressive five games in the Top 50, with *Colin McRae* leading the charge, followed by *Shane Warne Cricket*, *TOCA*, *Micro Machines* and *Music*. But it was always reliable Namco who got to spray the champagne on the crowd, winning with five games in the Top 50. *Tekken*, *Ridge Racer*, *Time Crisis*, *Point Blank* and *Soul Blade* gave Namco a slightly higher overall vote than the Codies. Psygnosis finished in three positions thanks to *Rollcage*, *Wipeout* and *Formula One*.

top 50 games settings



PSM readers are a down-to-earth bunch, and would rather be firmly planted in the real world than wandering around fantasy worlds or floating around in space. Well over a half of the games in the Top 50 are set in the real world. Who said PlayStation was escapist?

Bonkers was the category we used to place those bizarre and imaginative games with weird and wonderful locations. How else would you describe the setting for games like *Crash* and *Abe's Oddysee*? Meanwhile, the cartoon universe seemed the only appropriate name for describing the setting of games like *Rugrats* and *A Bug's Life*.



The PlayStation has long been regarded as the premier console for racing fans, and there seems little doubt that Australian PlayStation owners love getting behind the wheel of their favourite racer. Not only did *PSM* readers vote *Gran Turismo* to the number one position and put seven driving games into the Top 20, but racing and driving games were by far the strongest performers in the Top 50 voting. Driving games bagged almost exactly a third of the overall total vote.

Adventure games consistently polled well thanks to the popularity of action adventures like *Metal Gear Solid*, and the *Tomb Raider* and *Resident Evil* titles. An impressive 26 per cent of overall votes went to adventure games, while 16 per cent of games in the Top 50 were adventures.

Platformers did very strong business, thanks to the usual suspects like *Crash*, *Abe* and *Spyro*, nabbing 13 per cent of the overall vote and pinching 16 per cent of the Top 50 positions.

Disappointing performers were flight sims, with no flight simulator able to break into the Top 50 and a total vote of only 0.02 per cent, and puzzle games, with games like *Bust-A-Move*, *Kurushi* and *Kula World* unable to get a guernsey and a total vote of only 0.69 per cent.

In comparing overall voting between male and female readers, the biggest difference was in the popularity of platformers. Around 12 per cent of the male vote was for platform games, but nearly 30 per cent of womens' favourite games were platformers. A real surprise was that the female vote for beat 'em ups was higher than the blokes. Puzzle games were much more popular with the ladies, while predictably, sports and racing games were more popular with the lads.

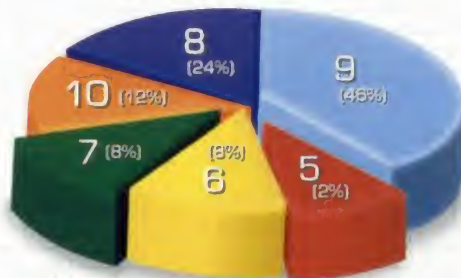
If Planet PlayStation was female-only, the *Crash Bandicoot* series would have won, snagging a massive 14.6 per cent of the vote, with *Crash 3* easily the most popular. The *Tomb Raider* series came in second with 9.3 per cent, and *Gran Turismo* was the third favourite game for the fairer sex with 8.2 per cent.

PSM readers know a quality game when they play one. More than half of the games in the Top 50 got 9 or 10 out of 10. But there is the odd belligerent reader, with 10 per cent of games in the Top 50 scoring 6 or less. But overwhelmingly the message is clear, look to the review pages of *PSM* if you want to know the best games to buy.

top 50 girl power

POSITION	GAME	% VOTE	TOP 50 POSITION
1	CRASH BANDICOOT 1/2/3	14.6	3
2	TOMB RAIDER 1/2/3	9.3	5
3	GRAN TURISMO	8.2	1
4	ABES ODD/SEVEN/ODDUS	6.4	11
5	TEKKEN 1/2/3	6.1	4
6	METAL GEAR SOLID	5.3	2
7	NEED FOR SPEED 1/2/3/4	4.2	7
8	COLIN McRAE RALLY	2.7	9
9	FINAL FANTASY VII	2.7	8
10	COOL BOARDERS 1/2/3	2.1	15

[SCORE OUT OF 10]



top 50 playtest scores



THEY SAY THE DEAD
KNOW NO PAIN...

*"Very much a must buy title
- It's like no other game there
has ever been before"*

OFFICIAL AUSTRALIAN
PLAYSTATION - 9/10

*"Best of all, the transition between
planes involves the scenery morphing
from one guise to the next before
your very eyes...Astounding!"*

OFFICIAL UK PLAYSTATION

*"If it's a cool game overflowing
with great new ideas you're after,
our money's on Soul Reaver"*

PLAYSTATION PLUS



THINGS ARE
ABOUT TO
CHANGE



LEGACY of KAIN SOUL REAVER

EIDOS
INTERACTIVE

Distributed By
OziSoft
PTY. LIMITED



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meet the creators

Spielberg, Tarrantino, Kubrick, Hitchcock, Scorsese and Woody Allen. All creators of entertainment, all household names. In the world of cinema the director is as important as the stars.

In the world of games, however, the auteur is often overlooked. Everyone knows Lara Croft and Crash Bandicoot, but how many people could tell you the creative force behind them?

Over the next eight pages we attempt to redress the balance by talking to the driving forces behind four of the biggest games emerging in the next few months. Meet the creators...



the Gran Master



Fact: In the 18 months since *Gran Turismo* was released, over 6.2 million copies have been sold. Its sublime realism changed the way people perceived racing games, and with its unprecedented sales success, expectations are high for the sequel. *PSM* met Mr *Gran Turismo* himself, Kazunori Yamauchi.

PSM: You must be very pleased with the global success of *Gran Turismo*.

KY: To be honest, we never expected *Gran Turismo* to become such an extraordinarily popular title. It has been a real thrill for us to see the stocks in the game shops being carried off to the cash desk.

On our casual visits to game shops overseas, the success of "our baby" has been brought home to us again and again. We noticed the big promotional displays and saw the promotional video play countless times on in-store TV screens. Indeed some of us were so unexpectedly moved by such scenes that we got our cameras out and took pictures.

PSM: How can you improve on what many game commentators have described as perfection?

KY: It has not escaped our attention that expectations regarding the sequel to *Gran Turismo* are very high,

to detail has even extended to giving each type of car a different engine sound, setting prices for second-hand cars, and introducing environment-mapping technology into the replays. In other words, *Gran Turismo 2* will remain faithful to the basic concept of *Gran Turismo* in offering the player all the fun of driving a real car.

PSM: Three questions that are on everyone's lips: how many cars will there be?

KY: We are planning to update the car model selection range to reflect recent changes (model changes and new launches) to cars in the real world.

We are also intending to make a big increase in the number of car models that can be recorded. Users have expressed the desire for an extremely wide range of models to be available in the game, so we are going to make every effort to accommodate their

choosing car performance and features, and tuning and driving styles to match courses.

The courses will include Rome, Tahiti, Seattle, Pike's Peak (a hill climb in the US) and Laguna Seca. Laguna is the only realistic course in the game and we have the sole license for that. Using fantasy courses enables us to make the best use of the game engine.

PSM: Finally, what about those lovely licence tests?

KY: There are about 60 licence tests this time out. Some of the feedback we received [for *Gran Turismo*] said the tests were either too easy or too hard. We'll be including some sort of aiding aspect for those people who aren't too good at passing tests.

PSM: How happy are you personally with the sequel?

KY: It's very adventurous, very realistic yet very experimental. We are hoping to have around 400 real-

"We will do our utmost to enhance the range of driving pleasures opened up by car tuning, as well as making the presentation clearer and more user-friendly"

and this has spurred us on in our work. To start with, I can tell you that the title will be *Gran Turismo 2*.

The original idea of *Gran Turismo* was to provide a realistic simulation of the behaviour of real cars and establish it in the game field. To achieve this aim, we carried out research and development work that resulted in the creation of a model which, I believe, has been successful in at least some senses. We have made the simulation as realistic as possible: the cars featured naturally vary in their behaviour, depending on handling methods, tuning and so on. Our attention

wishes. In the original game, certain cars had to be excluded because we were not able to draw up licensing contracts with the manufacturers; but we are now engaged in negotiations to this end, and we will let you know the outcome as soon as possible. For various reasons though, we haven't been able to use Ferrari or Porsche again.

PSM: And what about the courses?

KY: The next big improvement is in the all-new courses we are now working on. Users will be able to use much more strategic skill and judgement, carefully

istic cars and at least 20 courses.

PSM: With the sequel featuring rally driving à la Colin McRae Rally, will there be any other forms of racing hidden in there?

KY: Yes, we will be having rally driving, but one brand-new feature for *Gran Turismo 2* is drag racing. We will be having the US muscle cars, which you can drag race or even take out on the road.

PSM: Could you ever take, say, a station wagon on the rally track and would it replicate what the real experience would be like?

KAZUNORI YAMAUCHI

Job title: Executive Vice-President of Polyphony Digital Inc

Gaming history: Polyphony has been around since the very beginning of the PlayStation, its first title for the machine being *Motor Toon GP*, a cutesy cartoon racing game, which although playable enough, certainly didn't hint at the brilliance to come. *GP2* followed, and then finally the in-depth research for *Gran Turismo*. An obsessive motor sport fan, Yamauchi's favourite racing game is apparently the ultra-realistic Amiga title, *Grand Prix*. As well as *GT2*, his team has just finished *Omega Boost* (PSM 24, 8/10).



In their ever-vigilant quest for realism (and a chance to leg it round a race track at many kph), Kazunori-san and chums visited the Donington Park racing circuit in the UK. The cars and engines were miked up so the sounds you'll hear in *GT2* are the ones that originated from these cars.

"It's very adventurous ... yet very experimental. We are hoping to have around 400 realistic cars and at least 20 courses."



KY: You could take an old Honda SX out on the rally track – you'd get no points, but it would make it an adventure and you could see what it's like.

PSM: What games have caught your eye while you've been developing *GT2*?

KY: *Ridge Racer Type 4*. *R4* is far better than the first *Gran Turismo* as the team has put effort into the graphics rather than the game engine. The cars look better.

PSM: *Gran Turismo* pioneered the use of the Performance Analyser to maximise the

PlayStation's capabilities. How much more is there to squeeze out?

KY: We've almost reached the maximum of the PlayStation's performance. There's only a little left to use now so it's a tough task to improve on the original. We do want to improve the actual driving feeling – the relationship between you and your opponents. Also, some of the menu structures were not smooth to use. We also want to give it a try with the JogCon.

PSM: Who's been working on the new *GT*?

KY: The team comprises 30 people – five programmers, two data management staff, while the rest are designers, due to the amount of cars and courses. All the people who worked on *Gran Turismo* are working on *Gran Turismo 2*. We have simply taken on extra designers.

PSM: So what do you plan to make for PlayStation 2?

KY: What do you expect?

PSM: *Gran Turismo 3*!

KY: [Smiles]



Obviously the Mitsubishi Lancer is a big fave of the *GT* team... Meanwhile Polyphony headquarters is in total disarray with models, sketches, magazines and kits on possibly every car ever.



Metal Gear Solid: VR Missions

Along with a name change from *Integral* to *VR Missions* for the European market, what other changes are in store? *PSM* talks exclusively to Hideo Kojima.

PSM: What's *MGS: VR Missions* then?

HK: Well, we decided to develop this addition to the *Metal Gear* universe because we wanted to release the English version of *MGS* into the Japanese marketplace. Basically, with the PAL version of *MGS* we made many improvements, such as the multiple difficulty settings, Red Ninja, Snake in his tuxedo, and I was particularly pleased with the voices we recorded in the States and really wanted to give Japanese gamers the chance to try these improvements. However, I also wanted to

MGS: VR Missions (as it will be known in the US and Europe). This for me was just an experiment to see if it could be done and, while it's interesting, it really is only good for novelty value. The original premise and design of *MGS* was a top-down view and the whole game should be played in this way. The first-person perspective is not really a true first-person mode and in fact the game is very difficult to play in this way.

PSM: Does it make the game harder, not having a view of the guards as they try to root you out?

"There are lots of new additions and exciting possibilities on the mission disc... I think many people will be thrilled to finally be able to control Ninja." - Hideo Kojima



PROFILE: HIDEO KOJIMA

COMPANY: Konami

JOB TITLE: Vice President of Konami Computer Entertainment Japan, a division of Konami Co Ltd.

JOB DESCRIPTION: Creative Director and Producer of *Metal Gear Solid*, *Snatcher*, *Policenauts* and the original *Metal Gear* games. Currently working on *Beatmania* and another title which is secret!

INFLUENCES ON THIS GAME: Hollywood action movies.

FAVOURITE GAME: *Super Mario Bros* and Namco's *Xevious*.

give gamers worldwide something more so that they could enjoy some of the more fun aspects of *Metal Gear Solid* and revisit the *MGS* world. Therefore, we created 300 individual missions, which involve VR training but also other fun stuff like mystery solving and, by popular demand, being able to play as Ninja. The Australian, European and US versions will only include the mission disc and not the PAL version of the game, as it does not make sense to re-release the game just a few months after the original. But rest assured, there are a lot of new additions and exciting possibilities on the mission disc - the rest is secret!

PSM: What's the best bit?

HK: That's for gamers to find out but ... I think many people will be thrilled to finally be able to control Ninja.

PSM: What's going to drag people back for one more go?

HK: There's a lot of secret stuff to discover.

PSM: Is there anything in the game that's totally new?

HK: Lots and lots... Well, I don't want to spoil it for everyone but there are some good stages that involve solving mysteries. For example, someone has been killed and as Snake you have to check out the environment and discover who the culprit is.

PSM: Tell us about the PocketStation. How's it going to work with *MGS: VR Missions*?

HK: Mmm... I don't want to give too much away at this stage but you can get a virus and collect it on your PocketStation (for those lucky enough to get their mitts on one - Ed). If you can share this information with four other users within a time limit, you will get a big surprise. It is definitely beneficial to own a PocketStation if you want to enjoy all the aspects of this title.

PSM: Is this in effect a Director's Cut of *MGS*?

HK: Not really... It's more of an addition to the *MGS* world - an expansion pack for *MGS* but you don't have to own the full version of the game to be able to play it.

PSM: Does the first-person perspective detract from the cinematic experience of playing the game, which is presumably the way you originally intended it to be?

HK: To be honest, the first-person mode will only be included on the Japanese version of *Integral* not on

HK: The game is incredibly hard to play in this mode and, while many will be initially thrilled, it will soon become apparent that it's frustrating and difficult to complete the game in this way.

PSM: How sophisticated are these VR training levels? Huge multiple mission-based levels?

HK: Some of the stages are short but others are bigger and more complex. Some take the original premise of stealth in order to succeed, while others take a different approach entirely. It is this variety which I hope will appeal to all *MGS* fans.

PSM: What can this add to the success of *MGS*?

HK: My hope was not to detract from the original game but to give gamers a product which would allow those hungry for more *MGS* the opportunity to return to its world and enjoy it all over again. This is a product that can be enjoyed by everyone, but I would recommend that they try the main game first.

PSM: Random guards. Was that something you considered for the original, but rejected? If so, why?

HK: No. The original game design did not feature random guard placement - I just thought it might be a fun addition for the gamers.

PSM: Playing as the Ninja, is that just the movement of Snake, over-laid with a ninja costume, or does he behave as a completely new character?

HK: This really is Ninja and was newly programmed for this game. He moves and fights in a totally different way to Snake. I think players will be struck by the number of differences between the two characters.

PSM: Are there new plot lines, and if so how do these intertwine with the original story?

HK: There is no plot as such. It's basically just missions.

PSM: Do you need a script writer for *MGS2*? If so, can we do it?

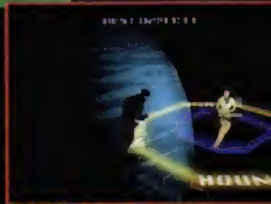
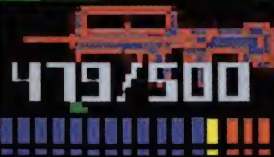
HK: *MGS2*? I don't know what you are talking about...

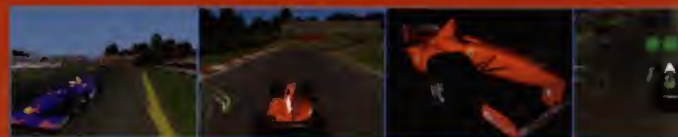
PSM: Spill a secret about *Metal Gear* that you've never told anyone else in the world before!

HK: Okay. But keep this a secret between ourselves. *MGS: VR Missions* has a new intro, which was produced using a certain piece of new hardware...



Hideo Kojima's addition of VR training to each mission will only add to the whole *Metal Gear* experience.





formula 1 99

Formula 1 '98 stalled, spluttered and eventually limped into the pits... So Psygnosis has signed up new pit crew Studio 33 to restore the heritage of the *F1* games with *Formula 1 '99*.

FIt's a situation made for an analogy. Psygnosis' official Formula One license was heading for the finishing line, all guns ablazing. The original *Formula 1* was successful, critically-lauded and roared off the starting grid. Its sequel, *Formula 1 '97*, assumed the mantle and moved ahead of the pack, wowing all and sundry with its improved graphical skills. All that was left was for *Formula 1 '98* to saunter down the final straight and take the checkered flag...

Unfortunately the game took the heritage of the *F1* games and damaged it almost beyond repair. Still, a new season, a new start and instead of *F1 '98*'s developer Visual Sciences in the pit, Psygnosis has drafted in Studio 33, the UK-based team responsible for the excellent *Newman-Haas Racing*.

intelligent pit crew support. All that and one more on the number in the title...

PSM: Is there anything in the game that's totally new?

RF: We'll be the first to present the new Sepang track in Malaysia, virtually before the Formula One drivers get to drive it. Maybe they'd like a copy to help them train...? We have a number of new effects, such as heat haze, and a whole collection of high-level AI decision routines leading to events such as pit and team strategy changes, which has never been done effectively in a PlayStation Formula One game before.

PSM: How did you build up the graphics engine - from scratch...?

RF: The engine evolved with a lot of work from *Newman-Haas Racing*, and the recent crop of quality racers on the PlayStation has inspired progress.

Drivers will race exactly as they do in real life...Schumacher aggressively...the McLaren boys much more strategically with careful pit stops. *Ralph Firneyhough*



With another couple of months to go before the scheduled release date, there's still a bit to do, but the engine's in place and it's playable now. Indeed, *PSM* had a go, and very smooth it was too. Studio 33 still had to add the lighting, shadows, textures and all the things that make a decent game an excellent one. Hopefully by October it'll be on the shelves and we'll be ready to play out the whole season in the comfort of our own living room.

Just think, instead of being surrounded by a bevy of lovely ladies and ejecting a cork from a celebratory bottle of champagne, you'll be settling down to a packet of Twisties and a can of Coke. Perhaps not...

The very jovial Ralph Firneyhough, *Formula 1 '99* team leader at Studio 33, talks about the trials and tribulations of putting together a cutting-edge racing game...

PSM: How long have you been working on this game?

RF: Work on the engine we're using began after completing the PC conversion of *Newman-Haas Racing* late last year, and we've been working officially towards the *F1 '99* target since January.

PSM: What is *F1 '99* going to add to the series?

RF: Attention to detail and realism. Our focus is to concentrate on what makes Formula One races and the season so special, and present that in a great looking game. Naturally we'll be creating the latest in graphics engine, AI and dynamics technology; but we'll also have features such as distinct driver personalities, car failures and retirements, visibly differing pit strategies and

We feel we're getting more and more out of the PlayStation visually, creating excellent-looking tracks and cars, and still having enough left over for some nice special effects.

PSM: What sort of problems did you face when constructing a game of this complexity?

RF: Our biggest problem has been research and data collection. To create an effective Formula One game, you need to know a lot about the sport. We have a number of avid Formula One fans on the project, and that basis has been supported with a considerable amount of technical data supplied by FOA (Formula One Administration) and the teams themselves. This ranges from car decals, through track maps and profiles, to data on the car and driver performances.

PSM: Are you the racing expert that got to fly round the Silverstone track (in the UK) in a test car to check the handling?

RF: Well, you have to have some perks of the job, don't you? Yes, a number of the team, myself included, recently went to Silverstone to get a feel for car and racing dynamics, making use of some instruction in Lotus Elises and then some lap times in single-seater Formula First race cars. It's a dirty job, but someone's got to do it. Next stop, the two-seater *F1* car - McLaren, are you reading? Hint, hint, grovel, beg...

PSM: Who do you think is going to be the next World Champ...?

RF: The optimist in me would like to see a 1-2-3 featuring Alex Zanardi, Rubens Barrichello and Ralf Schumacher. More realistically, I'd say David Coulthard stands a chance with some good luck and the right attitude.



THE CHECKERED PAST OF THE F1 SERIES

Formula 1

The original, but not the best *F1*. To its credit this game introduced the world to the joys of the rear-end braking technique. Switch the damage off, steam flat out down the straight and use Damon Hill's backside as a crash mat. Most enjoyable.

PSM 14 9/10

Formula 1 '98

The game that saw Murray Walker deliver an amazing performance of King Kong-esque proportions. It had its fair share of problems but upped the ante in terms of graphical quality and accuracy against its predecessor. Still a good game.

PSM 23 9/10

Formula 1 '99

Ah. This is where the *F1* story encountered a bit of a slip. If you're into racing games with an unfortunate case of pop-up, inept re-draw and the feeling that, well, you're not quite driving a car, then this is the (Formula) one for you.

PSM 17 7/10

A BRIEF HISTORY OF STUDIO 33

Formed two-and-a-half years ago, Studio 33 already has the success of *Newman-Haas Racing* under its belt and is working hard on *F1 '99* (obviously) and Another Secret Project that *PSM* is under pain of death not to reveal. Director John White says his company's aim is simple: "We want to be the best in the world at developing racing titles." Psygnosis had a 10 per cent share in Studio 33, but that transferred to Sony when the Japanese giant took it over. A good thing in many ways. "Sony's marketing is great, we think we can benefit from its expertise," says John



Studio 33 has tried to make the Formula One experience more real for gamers. F1 purists will be able to simulate the whole weekend event; casual players will be able to just jump in and drive.





t-rex rampage

The normally verbally reticent gaming guru Shinji Mikami spills the beans about his latest oeuvre: a tropical island is taken over by stomping herds of dinosaur types in a homage to the work of Michael Crichton, and then some...

PSM: In 100 words, what's *Dino Crisis* all about?

SM: Regina, our heroine, is part of a special squad with orders to capture a certain genius scientist, Professor Kirk, from his secret lab on the island of Ibis. Kirk's been working on the Principle of Clean Energy, a revolutionary energy source that his country has recently stopped funding. The trouble is, having let this energy loose, Kirk discovers that it regenerates creatures that haven't been seen for millions of years and Ibis Island quickly becomes over-run with T-Rex's, among others... Your job is to find out what happened to Kirk and his data, and figure out why the dinosaurs have taken over the island.

PSM: Why have you chosen a woman as the main character?

SM: Regina is a member of a special forces spy unit. We wanted to make sure she had an image that was sexy enough to reflect her often-danger-

might have moved. We studied several types of animals that are still around today and are distantly related to dinosaurs or move in a similar way - birds, dogs and crocodiles.

PSM: How will the dinosaurs be different to each other and how many are there?

SM: Obviously, we don't want to give too much away! But at this stage there are about five different types of dinosaur. Some of them are really quick, snappy things like the raptors; others are the big boys that cause the most damage.

PSM: Where did you get the noises for the dinosaurs?

SM: We had to go out and collect sound samples from as many sources as we could, so we had as big a range as possible to work with. Most of the sounds came from a huge variety of different animals we collected, both from the wild and from animals in captivity.

"We're trying to target not only fans of the *Resident Evil* series, but also anyone that has got a passing interest in dinosaurs ... obviously quite a few people" - Shinji Mikami



ous occupation, so we chose to make her a woman.

PSM: The game looks terrific. How much time have you spent on this project and how many people are working on it?

SM: *Dino Crisis* has been an ongoing project for around two-and-a-half years now. So far around 35 people have worked on the title.

PSM: Do you think people who didn't like *Resident Evil* will want to play *Dino Crisis*?

SM: Sure, we're trying to target not only fans of the *Resident Evil* series, but also anyone that has got a passing interest in dinosaurs. That's obviously quite a few people. It's also a great game, and who doesn't want to play a great game?

PSM: Which films have influenced *Dino Crisis* and what feelings have you tried to capture?

SM: The main films that influenced the game were *Jurassic Park* and *The Lost World*. The way they animated the movements and details of the dinosaurs was something we felt we wanted to recreate within the context of a videogame.

PSM: How did you make the dinosaurs look so realistic?

SM: We tried to look closely at the shapes of the various species of dinosaur that appear in the game so we could recreate them as accurately as possible, or as accurately as paleontology allows us to. But to make the graphics as authentic as possible, we did extensive research into the texture of their skin, as well as the ways in which they

PSM: What parts of *Dino Crisis* are you particularly proud of?

SM: I think the thing I'm most proud of, and the thing most people seem to comment on, is the quality of the dinosaur animation. Just the way we've built up, effectively from scratch, an extremely convincing creature in terms of its shape, the textures we used, and the way it moves.

PSM: Are you planning a sequel? If so, how would you like to see it differ from *Dino Crisis*?

SM: Ha! The game is not even out yet and you want to know if there's a sequel! Sure, with recent technological advances it seems that a sequel would be a good idea. But at the moment there are no plans to begin development of such a title.

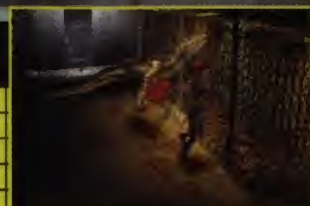
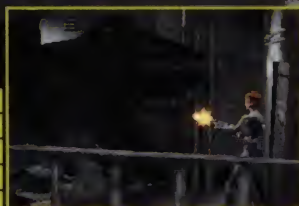
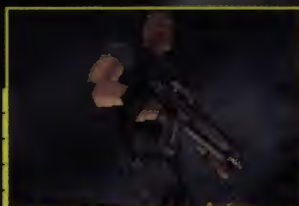
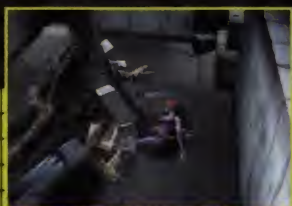
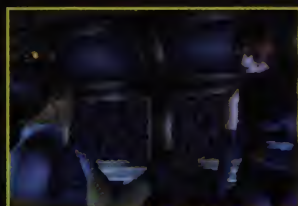
PSM: Have the technical limitations of PlayStation been reached with *Dino Crisis*?

SM: We think *Dino Crisis* definitely presents a claim to taking the PlayStation to the limits of its technological potential. Not many other games have come this close. Having said that, our research and development departments are telling us that there's actually no limit to the hardware performance, that it all depends on the software. The more inventive we are at writing efficient code, the easier it is for the hardware to cope with, and so the limitations are being pushed back all the time.

PSM: Did you have to dumb down the gore to get *Dino Crisis* a universal certificate?



"To make graphics as authentic as possible, we did extensive research into the texture of their [dinosaurs] skin, as well as the ways in which they might have moved"



SM: Hmmm, obviously it makes sense to make sure a game appeals to as large an audience as possible. If that means we have to cut down on some of the more bloody scenes to ensure we get a universal certificate, then that's what we'll do. Indeed that's what we've done. That said, it in no way detracts from the playability or even the suspense of *Dino Crisis* as a whole...

PSM: Do you think that more and more videogames, such as *Dino Crisis*, are reducing the distance between games and film – as forecast by some in the wake of the PlayStation 2 announcement? If so, is this a good thing?

SM: I think that the release of the next generation machine, with its vast improvement in graphical capabilities, means that it's getting closer all the time. But the two mediums are significantly different – one's passive, the other's very interactive – so I'm not really willing to make it too close.

PSM: When is *Dino Crisis* actually going to be released and how complete is it?

SM: We're aiming for a release in Japan very soon, with other territories to follow before Christmas. As for how complete *Dino Crisis* is at the moment, I would estimate a figure of around 90 per cent.

The heroine in this game is a female – the sexy Regina. She is a member of a special forces spy unit out to capture a certain genius scientist.





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DO IT
TOGETHER**



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PLAYTEST

It's fast, you'll freak! *Speed Freaks* is the zipplest little mini-racer we've played in a long time. And we played it for a long time all right. *PaRappa*-style antics are back in vogue too as *Um Jammer Lammy* struts (or rather strums) its stuff. All this plus racing Chocobos, crazy planes and *Colin McRae* for only 40 bucks!

PSM ratings

10 The games that are just perfect. A must buy.

9 Highly recommended, this is a great game to play.

8 Very good. Well worth considering as a title.

7 Not bad, but minor flaws mean we have doubts.

6 Fairly average. Not really worth purchasing.

5 The wrong side of average. We'd avoid it.

4 Looking pretty dodgy. Major problems here.

3 Very poor. Something has gone badly wrong.

2 Rubbish. An inept, short-lived game. Just crap.

1 Take CD from sleeve and use as coffee coaster.

REVIEWED

New games

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Um Jammer Lammy 86

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The look on Chop Chop Master Onion's face says it all... Just what the bloody hell have the PSM team been up to this month? They've gone *Jammer Lammy* mad. But then there's every chance you may do as well...

PHOTOGRAPHY BY GEORGIA MOXHAM CLOTHES AND ACCESSORIES BY DANGERFIELD





GAME OF
THE MONTH!

Speed Freaks

From this month's Readers Top 50, we know you're all speed freaks at heart. Now jump into the driver's seat of a wacky kart and battle against some very strange little characters.

Publisher: **Sony**

Developer: **Funcom**

Release date: **September**

Origin: **UK**

Style: **Kart racing**

Price: **\$88.95 or \$108.95 with a
multitap**

There seems no end to the number of new racing games to appear on the PlayStation, and the next six months will see *Crash Bandicoot*, *Chocobos* and even the *Muppets* jumping into karts. *Speed Freaks* is aimed squarely at the driving enthusiast who likes to have fun. It's from a Dublin-based, Irish/Norwegian team called Funcom, and this unlikely combination has produced a very slick and colourful vehicle indeed.

One certainly can't say there's a lack of fun multiplayer racing games available, however, there aren't many that really stand out and demand to be played again and again. *Micro Machines* and *Circuit Breakers* had 'The Right Stuff' as far as gameplay was concerned, and *S.C.A.R.S.* and its predecessor, *Street Racer*, also followed a simple yet fun multiplayer concept and played well

despite the rough looks. So why aren't there more good ones? Perhaps the answer is because in trying to come up with new ideas, many games stray from the formula and make themselves unnecessarily complex.

Speed Freaks certainly doesn't try to introduce any radical new ideas (unless you consider a realistic driving model as a radical new idea) and the result is a highly polished example of the genre. However, there is more to this game than is evident at first glance.

You will be in familiar territory when you load up, as the racing structure is almost identical to every other game of this sort. You've got the Tournament and Time Trial modes for single players, and Head to Head for multiplayer action. Simply select your Freak and the track to race on, and you're ready to race almost instantly thanks to the quick loading times. There are three championships:

PICK-UP AND PUNISH!

There's a big range of ways to frustrate and antagonise your opponents thanks to the diabolical assortment of power-ups. It's a good idea to use them as soon as you have the opportunity: wait too long for the right moment and someone else will use theirs on you! You can carry two different weapons for a short time, or increase ammunition for the one you have if you collect another.

Missile: Your basic one-shot whammy, these travel in a straight line and explode upon impact. Best used at close range when a hit is guaranteed, or can be fired backwards by pressing down on the digital D-Pad.

Triple Missile: As above, but shoots out three missiles.

Homing Missile: Self-explanatory, and the most useful device for slowing down those ahead of you. You can carry up to three at once.

Shockwave: Sends a massive electric charge down the centre of the road, disabling all those in its path. Can be avoided by driving on the shoulder.

Slime: Guess what happens if you drive over one of these festering green pools? Be warned, they stick around for the rest of the race.

Tyre Pop: Inflates and pops the wheels of whoever is unfortunate enough to be ahead of you, slowing them down dramatically.

Stealth Mode: Turns you almost invisible and makes you impervious to hostile fire. If you bump into another player while in Stealth Mode, you spin them out and steal their boost power!

Machine Gun: Gives you eight rounds of high calibre muzzle fire, but only four direct hits are needed to disable an opponent.

Multiplayer Specials: You have two new weapons available, a bomb mine and a nuclear mine, both activated by pressing the L2 button after laying them. Nasty if you know there's someone behind you!





analog



multitap

dual
shockmemory
cardnumber
of players

- 1 Some of the power-up effects are devastating on opponents.
- 2 Races are often very tight. You have a map to see the position of all characters.
- 3 Monty's dog Cosworth gets his paws behind the wheel.
- 4 Montgomery's world famous Leyland brothers impersonation.
- 5 Get hit and you'll see stars.
- 6 Pangin' around the beach.
- 7 "Look Mum, no hands!"
- 8 Using power-ups is essential for victory on the tougher tracks.
- 9 There are speed boosts on many of the tracks. Use them!
- 10 The colourful background scenery is very impressive.

FREAKS. START YOUR ENGINES

The racing structure of *Speed Freaks* is fairly typical. There are three championships – Beginner, Intermediate and Pro – with four races in each, making for a total of 12 different tracks in four locations (pictured below). As you progress through the difficulty levels, the tracks become harder – along with having to contend with the opposition... However, many of the tracks feature shortcuts and alternate routes.



The Coastal races (Shipwreck Shore, Sun Valley Drive & Grand Rapids) take place on tarmac roads with lots of short straights punctured by hair-pin bends, and give a good variety of conditions. Hard to build speed, but you can get some fast runs with a kart you can throw around the track.



The Stadium tracks (Millennium Park, Drift Arena & Speed Dome) take place in a stadium filled with dirt and jumps. It's flat-out all the way to the finish, and the fast, heavy racers do well. You can get the karts to slide around the banked corners and really fly over the double jumps.



The tracks of Volcanic Island (Thunder Trail, Moonlight Cove & Sunset Isle) combine to offer the most treacherous conditions, with plenty of lava, sand and water. But there are some handy shortcuts that open up which can give observant players an unfair advantage!



The fast City freeways (Hope City, Silver City & Cold City) give you the opportunity to burn rubber down the long, sweeping straights and quick switchback corners. Smooth driving is the way to win here, but failing that, take one of the many shortcuts that lead to victory!

▶ Beginner, Intermediate and Pro, with four races in each, making for a total of 12 different tracks. The races take place across four different locations and become more difficult as you progress. As well as the opposition to contend with, many of the tracks have shortcuts and alternate routes to keep an eye out for.

The tracks aren't terribly long or hard to learn, but they aren't

should you: you'll have trouble winning latter races without them.

Each Speed Boost you collect adds to your boost bar at the top-right of the screen and the more you have, the longer you can go flat out. Most tracks have been designed so that the boosts are at just the right intervals to be collected just as the last lot has been used up. Get it right, and you can blitz around the track

The computer-controlled players aren't shy of using power-ups and neither should you: you'll have trouble winning without them

as easy as they first appear. Each has its own style and it will take many practice laps to learn where the turns lie and how to take the fastest line through. You'll also want to familiarise yourself with the location of the power-ups and speed boosts, which are the key to going fast and crossing the finish line first. The computer-controlled players aren't shy of using power-ups and neither

at an awesome rate, but if you miss one lot of boosts, you will also lose your momentum and drop back down to normal pace. Unless you keep picking up speed boosts, you aren't going very fast at all and the game seems a little slow – possibly the weakest aspect of the game. The kart's top speed without boost is around 130kph, but it's not until you get to around 160kph that you really get a sense of moving very fast.

The driving model is one of the more interesting aspects of



- 1 Buster and his Wedgie.
- 2 Monica handles the curves beautifully. And all the boys would like to handle her curves...
- 3 Egghead Brains would rather study than race.
- 4 Tempest about to unleash his fury with a hack saw. Be afraid.



Speed Freaks. It is apparently based on real go-kart physics, and when you play the game you'll notice how different it is to all other games of this sort. Generally in racing games, once you start turning you have to keep tapping in that direction, perhaps while sliding, until you see the exit and can straight-line it out. *Speed Freaks* is very different in this respect and you'll almost have to re-learn how to drive. Responsive these freaks are not, but they

courses makes it hard to do a lap without bouncing off walls or other players. Even when you've played the game incessantly and know the tracks backwards and where to start turning, there's still a lack of satisfaction at not being able to go as fast as you'd like.

There is an excellent driving model beneath this game's deceptively cute appearance, but you have to work a little too hard to find it. As a single player game, there's a good challenge

Even beginners will have a ball battling over the colourful tracks and using power-ups to devastate opponents

are very sensitive to your controls. When you turn, the wheels don't instantly point the way you want. Instead, they start turning in slowly, bringing the kart through the corner in a wide turning arc. Even with full steering lock on, you still have to wait for the kart's momentum to shift direction and start turning the other way. This is fine if you've got the corner lined up perfectly, as you'll zip through without losing much speed. But if you get it wrong, there's little time to correct it other than jumping on the brakes or bashing off the wall, either of which results in a big loss of speed. Compounding this problem is the camera angle, which follows your momentum rather than the direction you are actually facing, and makes it hard to properly line up some corners. You'll notice the more speed you gather, the easier it becomes to steer. With a good speed boost happening, you'll find the kart almost seems to pick its own line through the turns, and hitting the boost when you're running wide actually helps the kart turn back into the bend.

With so much effort having been put into getting the feel of the karts just right, it's frustrating that it's so rare that you're able to get the most out of them. The tight track design in many of the

in learning how to drive these karts to their limits, but once you've mastered them and discovered all the shortcuts on the 12 tracks, there's not much left to hold your interest.

Fortunately, when you're tired of single player, you can turn to multiplayer, where *Speed Freaks* fares much more favourably and its minor problems fade into insignificance. New players might have trouble learning how to drive smoothly, but even beginners will have a ball battling it out over the colourful tracks and using the power-ups to devastate opponents. Funcom is to be congratulated for going to great pains to include four-player racing. Buy the multitap version, and grab three friends with their own joypads.

Speed Freaks is a good, fun little racing game.

Recommended.

Andrew Iredale



LITTLE FREAKS

The unruly collection of *Speed Freaks* in this game has but a single mission: to have fun at high speed! They've dispensed with vehicles altogether, and instead hover above a set of wheels thanks to their anti-grav undies. Their tales of delinquency are told in the fabulous full-motion video intro. Here's the line-up minus the three secret characters.



Montgomery 'Monty' Carlo

This little freak is obsessed with speed. He wears his helmet to school and has even taught his dog, Cosworth, how to drive!

Driving skills: An all-rounder with reasonable speed and acceleration.



Buster & Wedgie

This bully and his lackey charge about pushing everyone around, but are the first to run home when their mummy calls for dinner.

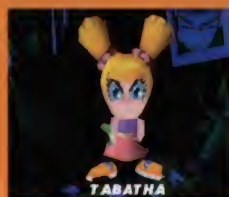
Driving skills: The heaviest – they tend to slide a lot, but get up to speed and nothing can catch 'em.



Brains

The stereotypical nerd, Brains doesn't get out much and spends most of his time working on his kart or his secret robot B-MER.

Driving skills: Looks like a little old man and drives like one, too. Turns well, but not very fast.



Tabatha

A right brat, little Taby won't turn off the waterworks until she gets what she wants, and that includes the best set of wheels to race on.

Driving skills: Small and twitchy, just like she is! Quick off the line, but then everyone goes past her.



Monica

Behind the demure façade is a 'daddy's girl' who loves to tease the boys. Wants nothing but the best, and knows how to get it!

Driving skills: Good speed and acceleration, and goes well round the curves.



Tempest

A spiky-haired freak to be sure, Tempest is the original Boy Racer and will do anything for a quick blast – even stealing the kart of visiting Japanese ace Tetsuo.

Driving skills: Loves the fast circuits, but not bad around corners.

ALTERNATIVELY

Micro Machines v3	9/10 PSM 9
Circuit Breakers	8/10 PSM 14
Chocobo Racing	8/10 PSM 25

VERDICT

8

GRAPHICS	8	Crisp and colourful.
GAMEPLAY	7	A difficult, but rewarding, driving model.
LIFESPAN	8	Takes time to master, superb in multiplayer.

A cheerful multiplayer racing game, *Speed Freaks* is a great kart racer, only let down by its lack of pace. Purchase the multitap bundle and all you have to do is find three friends...



Un Jammer Lammy

Publisher: Sony

Developer: Sony

Release date: August

Origin: Japan

Style: Musical party game

Price: \$59.95

Some time around '79, rock legend Jimmy Page woke up in a hotel room next to a satisfied looking sheep. A few months later, in a paddock behind the Hilton, little Lammy was born. The world's first four-legged female guitar hero was ready to rock!

Like *PaRappa* before it, *Jammer* isn't exactly your typical game. In fact, there really isn't much point waffling on about the graphics or level design. *PaRappa* was one of the first real party games for the PlayStation, and just about the only time *PSM* has seen the wonderbox played in living rooms, pecked with half-pissed and very uncoordinated people, laughing hysterically and falling over.

Some of you may be horrified to learn that rap and hip hop have gone out the window, replaced by an eclectic collection of guitar-based styles such as heavy metal, country and rockabilly. Considering that this is a game designed to attract with its style and sensibility, and also accounting for the public's inherent bias towards particular genres of music, it was a risk. Among most subcultures it's almost a crime to listen to music that doesn't conform to your peer group's tastes, so this change may alienate some gamers, but it adds a fresh sound that should be appreciated by most. Especially since guitar-based music appeals to a broader audience anyway. Besides, playing the guitar in *Jammer*, complete with effects pedals, is great fun, and everybody has just got to love the Isaac Hayes-inspired tune on the fire-fighting level.

Fans of the inscrutable Chop Chop Master Onion can look forward to a tear-filled reunion, as he remains your spiritual advisor throughout the game, helping Lammy with many Yoda-like appearances and sage sayings such as "My Dojo is in my mind, it has a Casino!" In fact, your first gig is doing a rockin' version of *Kick, Punch* with the Master to ease you into the gameplay.

The game's sense of humour, one of *PaRappa*'s best features, remains as wacky as ever. The opening sequence is a rather amusing reprise of the famous nightclub toilet queue scene from the original game, and things just get weirder from then on. Watch

out for the hilarious redneck beavers! And with the hero being female, the developers have even addressed some Japanese women's issues such as the pressure to marry and have children. (Japanese women are unfortunately still living in the dark ages when it comes to a lot of rights that are taken for granted here.) Well, we think that's what the bizarre level with the worm-like midwife vomiting babies is all about, anyway.

Players new to this style of gameplay, comprising fighting game-like pad combos and a rock steady sense of rhythm, will probably find *Lammy* a bit daunting initially. Sony has cranked up the difficulty level considerably for *PaRappa* veterans, and those players without natural rhythm (John Farnham fans, people who play soccer manager games etc) may find it useful to have a metronome in front of them when they play.

Probably the best new feature in *Lammy* is the two-player mode. As a team you and a friend can work together adding your abilities one at a time to build up your cool rating, or you can compete head-to-head with each trying for the best score. Of course, you have to take turns, otherwise the two sets of audio would get confusing, but it's a lot more fun than taking turns in a solo game.

And just in case you're wondering, *PaRappa* hasn't completely disappeared. When you've beaten the solo game, you can go to the level selection screen and select right on your pad until you see the unlocked *PaRappa* levels, complete with hip hop tracks instead of guitar. But wait, there's more. When you've beaten those, you are then able to select *Lammy Vs PaRappa* two-player levels as well. *Lammy* will jam and *PaRappa* will rap and everybody is happy, though I would have liked to do a few gigs with Chop Chop Master Onion as well!

George Soropos



ALTERNATIVELY

PaRappa The Rappa

8/10 PSM 5

Bust-A-Groove 8/10 PSM 16

VERDICT



GRAPHICS
GAMEPLAY
LIFESPAN

8 Hard to rate as the graphics are all about style, not technical excellence.

8 Gets very hard very quickly.

7 The sort of game that never dies as long as your friends keep coming around.

Still the best way to get game-afraid people to love your PlayStation, and then spill beer all over it...



- 1 The coolest sheep we know.
- 2 Chainsaw-wielding redneck.
- 3 Our fave level. Groovy tune.
- 4 Back by popular demand, PaRappa the rappin' pooch.
- 5 Scratch that itch, man.
- 6 Lammy's just about to smash the guitar and then stage dive.
- 7 Social commentary. Jap-style.
- 8 Make that fire hose wail, baby.
- 9 Take to the air with this geezer.
- 10 This happens if you suck.
- 11 "There's no foolin' around with deers" - only sheep.



Capcom Generations

Publisher: Ozisoft

Developer: Capcom

Release date: Out now

Origin: Japan

Style: Retro, arcade compilation

Price: \$89.95

Capcom invites you back to a bygone era when games offered nothing more than up, down, left, right. Repeat until bored.

They don't make games like they used to. And there's a good reason, too. Compared to today's polygon-spawning racers, platformers and shoot 'em ups, most classic "oldies" have all the playability of an unwashed sock. *Space Invaders* was only fun in the '80s because nobody knew any better. Yet its simple left-right-shoot mechanics are still fondly remembered by millions. Nostalgia conveniently hoses away the obvious fact that after you've leapt through lost cities with Lara Croft, strangled guards in *Metal Gear Solid*, and recklessly driven Dodge Vipers in *Gran Turismo*, repetitive, retro sprite-annihilation is, sadly, monumentally dull.

Undaunted, Capcom has triumphantly squashed 13 of its dusty

the more you can amaze your friends. It's still mindless fun today, but not for long.

The second disc plays host to the *Ghosts 'N'* trilogy and contains the original *Ghosts 'N' Goblins*, the graphically-refined follow-up, *Ghouls 'N' Ghosts*, and the bag of extra levels that go under the title of *Super Ghosts 'N' Goblins*. If you don't remember *Ghosts 'N' Goblins* from the coin-op or the excellent Commodore 64 conversion, you are in control of a knight faced with traversing a series of sideways-scrolling, demon-infested platform levels to rescue a kidnapped princess – often in nothing but his underpants.

Disc Three, meanwhile, hides the forgettable Japanese oddities that are *Vulgus* (a futuristic 1942 clone), *Son Son* (a sideways-scrolling platformer), *Exed Exes* (another 1942-style button-

You control a knight faced with traversing sideways-scrolling, demon-infested levels to rescue a kidnapped princess – often in nothing but his underpants.

coin-op classics on to four PlayStation discs. All of them shun the bubbling vat of raw processing power contained within your console. Together this shiny, compact quartet form the *Generations* collection, memory-tugging mini-anthologies that resurrect the gaming challenges of yesteryear. From shoot 'em ups with tiny planes, to shoot 'em ups with tiny blokes, *Generations* proves that whatever rose-tinted recollections you may have of games like 1942, *Ghosts 'N' Goblins* and *Commando*, they are infinitely better than the experience of actually replaying them.

Disc One is a case in point, containing a WW2 trio comprising of the fondly remembered 1942, the not-very-different-at-all 1943 *Enhanced*. All three splash the mechanics of the '80s shoot 'em up with a Second World War theme. They invite the player to guide a poorly equipped fighter-plane over a vertically scrolling landscape dotted with gun emplacements and protected by enemy aircraft. Like its space-based cousins (*Galaxian*, *Phoenix* etc) it's a simple case of blasting every swirling, fire-belching graphic that you can find, dispatching the irregularly appearing bosses to rack up a high score. The more points you amass,

thumper) and *Higemaru* (you're this little sailor guy, right, and you have to run around the deck of a ship throwing barrels at pirates). The last three games in the collection show how good ideas can be stretched into any format. Taking 1942's vertically scrolling blast 'em up basics, *Commando* swaps the plane for a soldier to create a fast and surprisingly frantic game of grenade-lobbing and grunt-gunning. *Mercs* goes one step further, taking all of *Commando*'s good work but adding bigger graphics and sillier weapons, while *Gun Smoke* is essentially *Commando* in the Wild West. A slower-paced shooter with a clever control system that allows you to fire left or right, not to mention left and right as your cowboy walks slowly through Hollywood frontier clichés.

There is, undeniably, something here for everyone – from the eclectic Japanese titles you probably won't have heard of to the hardcore, nostalgia-firing joys of *Commando* and 1942. And the games are not lacking in the individual charms department, especially *Ghosts*. But even with the addition of background info (each game has a gallery of its art, enemy details, plus strategies and secrets), it caters best for gamers with short attention spans.

Dean Evans



ALTERNATIVELY

Namco Museum Vol. 1
7/10 PSM 1
Williams Arcade Classics
6/10 PSM 1
The Atari Collection 2
5/10 PSM 7

VERDICT

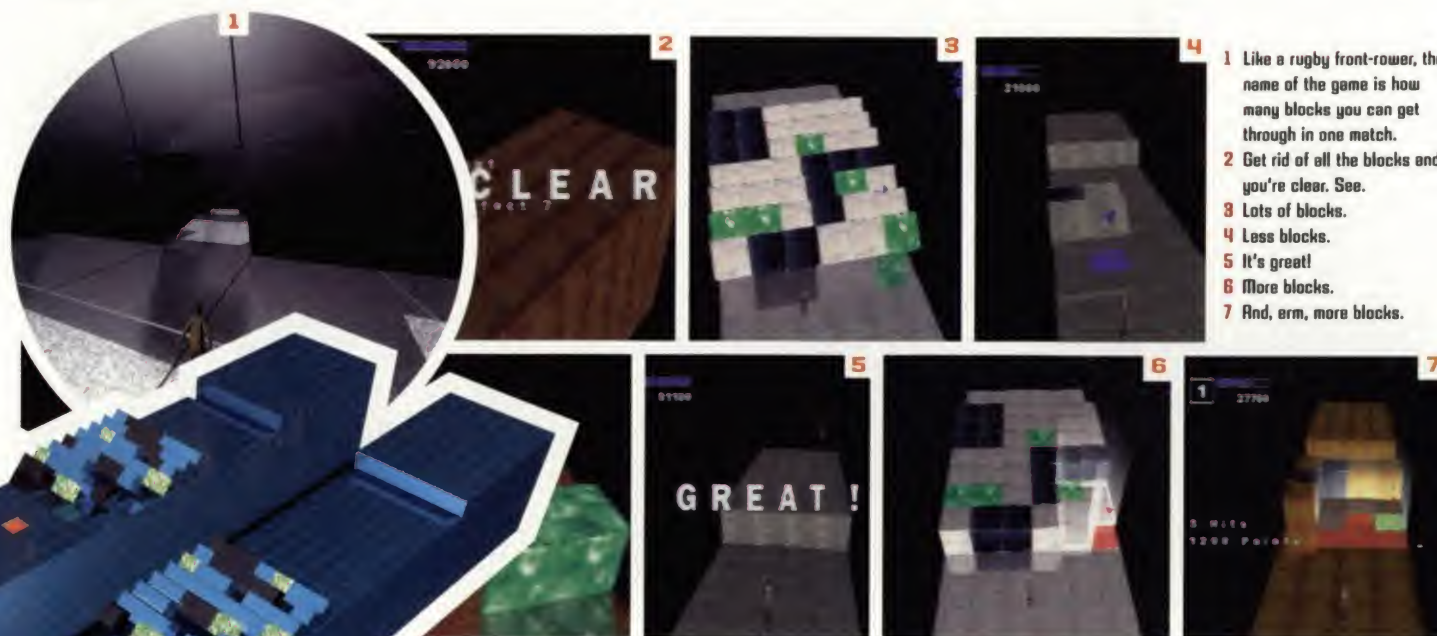


GRAPHICS 3 The wonders of top-down, sprite-based mayhem.
GAMEPLAY 6 A blast from the past that still entertains.
LIFESPAN 2 Depth isn't a strong retro point.

Unless you're overcome by a feverish desire to replay these shallow old clunkers, don't let fond memories and nostalgia drain your wallet of money.



- 1 1943 - new mission, landscape and squadron, but nothing else.
- 2 Aliens attack in *Exed Exes*.
- 3 The legendary *Commando*...
- 4 ...Eats lead. Ouch!
- 5 *Mercs: Commando* meets Rambo.
- 6 They don't make 'em like they used to. Thank goodness.
- 7 1942 gave the blast 'em up a World War 2 twist.
- 8 *Vulgus* is a charmless shooter. Dare we say, rather vulgar.
- 9 *Ghosts 'n' Goblins* - brilliant, spooky platform action.
- 10 Save the day in your undies.
- 11 Sideways-scrolling and very obscure platformer, *Son Son*.
- 12 *Ghouls* - bigger and better than its classic predecessor.



- 1 Like a rugby front-rower, the name of the game is how many blocks you can get through in one match.
- 2 Get rid of all the blocks and you're clear. See.
- 3 Lots of blocks.
- 4 Less blocks.
- 5 It's great!
- 6 More blocks.
- 7 And, erm, more blocks.

Kurushi Final

Put down your weapons, hang up your driving gloves and put away that snowboard. There's a new form of fun heading to a PlayStation near you.

Publisher: Sony
Developer: Sony Japan
Release date: October
Origin: Japan
Style: Puzzle/strategy
Price: TBA

There's games that test your reflexes, there's even games that test your sheer nerves, but when a game threatens to challenge the ol' grey matter up top, you can bet you've met your match. *Kurushi Final* is a follow-up puzzle-strategy game to the original, *Kurushi*. Some may even recognise the game as *I.Q.* or *Intelligent Qube* as it was known in Japan.

In this fresh incarnation from the stables of PlayStation's very own parents themselves, the game would have you believe it has the power to divulge your IQ level its point scoring system. However, with almost 85 per cent of the world's human population averaging around the 100 points mark (yes, even us gamers), something tells me my recent score of 12 could be a little out of whack...

The fact is though, your main aim will be to solve each of the puzzles in the quickest time, and in the least amount of moves possible. Oh, and to stay alive...

The main gameplay takes place on a suspended 3D platform, made up entirely of small square qubes (yes, that's right with a Q!). The top layer of these then proceeds to roll towards your player, in an effort to either push you over the edge or squash you flat. Your only means of defence is being able to detonate nominated squares on the platform. And while the qubes continue to roll closer, your job isn't made any easier by the fact there are three different coloured qubes to choose from. Normal qubes are the same colour as the platform grid and need to be eliminated before reaching the opposite edge to avoid losing rows of the grid. Then the green coloured 'Advantage Qubes' offer the added bonus of 'Advantage Zones' making it possible to destroy up to eight other qubes in one go. And finally, the 'Forbidden Qubes' are black, and

as their name suggests, you should avoid destroying these ones altogether...

The key to mastering this game is not just clearing the level of qubes, but being able to do it in the recommended number of moves or under, and that's where careful planning and quick thinking come into play. The earlier levels ease you into the gameplay, not offering too much of a challenge, but as you advance, there're more and more qubes to destroy, which in turn roll forward faster, and also the platform gets wider so you need more time to run around.

While there are nine main characters to play as (eight of them locked at the start) and four modes of gameplay to choose from, including Survival, 100 Attack, *Kurushi Final*, and Create, essentially it's the same style of gameplay throughout, with the added bonus of real-time two-player mode, and a section to design and play your own levels. There's also a nicely done 'in game' style tutorial area for newcomers.

Graphically, let's face it, there's nothing too inspiring about a bunch of qubes rolling around a screen, yet the colours and objects are crisp and colourful. What is refreshing is the orchestral style music used to dramatise key parts of the levels, which seems to work well with this type of gameplay.

In the end, *Kurushi Final* is a frenzied puzzle game that builds on the original version by adding more levels and better AI; it will take precise control and forethought to conquer. While it may start out a little confusing for some, the game is actually quite simple to play. And besides, you'll want to prove the game wrong when it informs you that your IQ rivals that of a monkey.

Mike Wilcox



ALTERNATIVELY

Bust-A-Move 4
8/10 PSM 21
Devil Dice
8/10 PSM 19
Kurushi
8/10 PSM 7

VERDICT

7

GRAPHICS
GAMEPLAY
LIFESPAN

- 5 Uninspiring, yet strangely appropriate.
- 8 Dangerously addictive, but not everyone's cup of tea.
- 7 What it lacks in variety, it makes up for in loads of levels.

It has no engaging storyline and there is a big jump between the easy and hard levels. However, the symphonic music score is a treat and it is damn addictive.



- 1 There are funky boards to spice up the "action" a little.
- 2 Bet she doesn't really play. There weren't any cute girls in the chess club at my school.
- 3 Tip for young players: hide the king behind your pawns.
- 4 The default SBS-like view.
- 5 This unconventional tactic flummoxes the opposition.
- 6 The fantasy set, while attractive, isn't very practical.



Chessmaster2

Chess isn't exactly the epitome of 'cool'... But what if you could play a game on your PlayStation? Nah, it'll always have that 'geek' factor about it. Well, at least you can't lose the chessmen...

Since electricity hadn't been invented in ancient times, chess filled the same sociological niche as Tekken does today. They share similar feint-counter-feint action. There's a link between the use of psychology in reading your opponents' intentions. And chess even has special moves – who can forget the sneaky Castle or fiendish En Passant Capture? So, logically, for historical reasons alone, you should own this.

You're not convinced, hey? Understandable. No matter how hard anyone tries to persuade you that this is a trouser-vibrating arousal machine, you're not going to believe them, are you? Because it's chess ain't it? But if you do want to play chess, there's only one question of any importance. Does it play well?

A definite yes. And, even better, it can play really badly too. Because, while it will (hopefully) be purchased by people who just want an occasional partner, its hidden strength is the aid it offers beginners. All manner of options are spliced into its

streamlined form to assist with the first trembling, tactical steps. Chessmaster will happily display how certain pieces can move so there's no question of "Which way does horsey gallop?"

For the more experienced it can display which pieces are under threat, or pinned, or even the amount of control either side has. The assist functions are nimble, either whispering a quick suggestion or giving lengthy explanations of why Pawn to D4 is such a noble idea.

Computer opponents vary from simulations of historical grandmasters to fictional characters. This leads to a Campaign Mode, where you push up your rating through conflicts with increasingly difficult beings. The presentation is reasonable, allowing rotating 3D or boring SBS-o-vision for authentic anality. Still not convinced? Look, if we travelled a 1000 years forward in time, would the planet's favourite game be Tekken or chess? Actually, it'd probably be Tekken. Bugger.

Kieron Gillen

Publisher: GT Interactive

Developer: Starsphere Interactive

Release date: Out now

Origin: US

Style: Chess sim

Price: \$89.95

ALTERNATIVELY

Chessmaster 3D 6/10 PSM 3

VERDICT

8

GRAPHICS
GAMEPLAY
LIFESPAN

4 Clean and clinical, but hardly sexy.
8 It's one of the oldest games and still compulsive.
8 Until you reach Grandmaster, this should be fine.

It's chess. If you want to play or learn to play, start here. If you have no interest whatsoever in it, nothing will convince you. It's chess. Chess it is.



- 1 Some of the tracks are brilliantly colourful.
- 2 The finger-lickin' good star of the show.
- 3 The skull is bad news.
- 4 Very New Age. Fly through the clouds.
- 5 The racers seem small on the bigger tracks.
- 6 Races are often tight.
- 7 The superb intro.

Chocobo Racing

Publisher: Sony
Developer: Squaresoft
Release date: October
Origin: Japan
Style: Karting Racer
Price: \$69.95

When it rains it certainly pours. After having virtually no real *Mario Kart* clone of any quality for a long time, there are now countless cutesy racers heading to a PlayStation near you. Chicken racing mightn't sound like too much fun, but this is certainly no bad egg.

Chocobos are those weird little birdy creatures you could bet on in *Final Fantasy VII*. Apparently they are known for their speed and agility. They also are only capable of saying one thing, "Kweh."

Despite such a limited vocabulary, the humble Chocobo's love of speed makes the creature a logical choice for a racing game, and Square has done a mighty job with *Chocobo Racing*. Like other kart racers, including *Speed Freaks* and *Crash Team Racing*, *Chocobo* lets you choose from a field of wacky racers, each with their own distinct personality and abilities. The game also predictably features a number of different special weapons, tracks and play options.

Refreshingly, *Chocobo Racing* is much more the product of a fertile imagination than many other similar games. It even has an odd and typically Japanese story mode, which begins when Chocobo is fitted with super-fast rollerblades. As you overcome each racing challenge, you meet new characters who feel the need to race you. Then upon losing, they join your swelling ranks as the troupe of racers moves on to a new land. The segues between races are presented using a charming 'pop-up book' approach. With each chapter, a *Final Fantasy*-inspired tale unfolds as you learn more about the magic crystals you are gathering (each member of the team has one). The game is also full of humour as the clown of the crew (Mog) ineptly plans to nick all of the crystals and become powerful. The final race in the story mode sees you racing a dragon

lord, Bahamut, for the ultimate artifact, and the segment that proceeds and follows this event is cool indeed.

But all of this charm and cool video would be pointless if the game was a pile of puss, and thankfully this isn't the case. The weapons are imaginative, and the game belts along at a good pace. Weapons can be powered-up by picking up magic stones on the track, and you can even choose which special ability you want to specialise in after you have selected your racer. The racers are also very different. There is a golum in a V8, a tubby Chocobo, a wizard, cockney goblin, small dragon, and Mog the smart alec. The tracks have lots of twisty bits, tight hairpins, jumps, and are all quite different. The candy track is particularly impressive, with bright colours and shimmering reflections on the translucent glass.

You'd better like sliding, and be prepared to engage in weapon play. Hardened veterans of this sort of game will find the story mode is pretty easy to get through, although thankfully the championship and trial modes keep you playing. Unlike many other similar racers, you also have to work hard using the brake and the accelerator a lot, which has got to be better than simply holding down the 'go' button and steering.

Chocobo Racing isn't a game for Formula One purists, but it still delivers fast-paced, colourful and wacky fun. A brilliant game if you are racing a friend, and plenty of fun for solo players.

Steve Polak



ALTERNATIVELY

Micro Machines v3

9/10 PSM 9

Speed Freaks 8/10 PSM 25

Circuit Breakers

8/10 PSM 14

VERDICT

7

GRAPHICS
GAMEPLAY
LIFESPAN

8 Colourful, well animated, and very little pop-up.

8 Very accessible, and it does get more challenging.

7 Story mode's over quickly, but then grab a friend.

He has character, he's fast, and when you get fed up with him you can always roast the little bugger for a hearty meal. Chocobo is a legend, but it's a real pity there's no four-player mode.

Colin McRae Rally



Publisher: **Ozisoft** Developer: **Codemasters** Release date: **Out now** Origin: **Europe** Style: **Driving sim**
Players: **Two** Extras: **Memory card, steering wheel, analog, NagCon** Price: **\$49.95**

The PlayStation's premier rally driving simulation until last month's release of *V-Rally 2*. The cars have wonderfully authentic handling and the international courses offer gravel, tarmac, dirt, mud, snow and ice surfaces, plus jumps, water crossings, bridges, ditches and gates to negotiate. A mix of two- and four-wheel-drive vehicles are on

offer, including the Subaru Impreza, Ford Escort, Mitsubishi Lancer and Toyota Corolla. Options include a championship and a rally school where Colin teaches you the necessary skills to drive and customise the car. Your times and position against the other drivers are constantly updated, making this demanding and realistic racer brilliant fun. A great buy at this price. **JH**

VERDICT

9



Plane Crazy

Publisher: **TBA** Developer: **Inner Workings** Release date: **TBA** Origin: **US** Style: **Flying/racing** Players: **Two**
Extras: **Memory card** Price: **TBA**

Behind the terrible title lurks a potentially entertaining concept: a racing game with planes, power-ups and imaginative, shortcut-strewn courses. But for all the swooping, barrel-rolling, cheek-flapping entertainment that the title suggests, *Plane Crazy* is seriously hobbled by one major flaw: it's almost impossible to control with

any degree of accuracy. A gentle tap left or right is rewarded by a wild swing that makes the many narrow canyons pointlessly difficult to navigate. Worse, the controls are slow to respond. Various power-ups like turbos and rockets add spice, and you can target weak areas of scenery and blast it away. But strip *Plane Crazy* to the bare essentials and you've got a mediocre racing game. **JB**

VERDICT

4



Heart of Darkness

Publisher: **Infogrames** Developer: **Amazing Studios** Release date: **Out now** Origin: **Europe**
Style: **Platformer** Players: **One** Extras: **Memory card** Price: **\$49.95**

Heart of Darkness is computer gaming's *Waterworld*. With a massive budget and over five years in the making, it should have been a classic. It's not. Obviously most of the development time was spent on the game's superb visuals. But

somebody forgot about the gameplay. You control Andy, searching for his beloved dog through eight worlds

and 176 locations. Unfortunately there's precious little variety, apart from the backgrounds offering a change. Your only reward is the lovely movie sequences. Progress is a frustrating and tedious matter of trial and error. You have infinite lives, so all that is required is a lot of patience in grappling with the unresponsive controls and learning the correct pattern of moves to get to the next screen. **JH**

VERDICT

5



Player Manager 99

Publisher: **Funsoft** Developer: **Infogrames** Release date: **Out now** Origin: **UK** Style: **Soccer management**
Players: **One** Extras: **Memory card, mouse** Price: **\$79.95**

This is the best soccer management title yet, allowing you comprehensive control of any team from the English or Scottish leagues. You can buy and sell players, there are loads of statistics, and you can even develop your stadium. Tactically

everything is sound. Every possible formation of different playing styles you can imagine are on offer –

all fully customisable. Better still, the Tactics Designer makes you assess the capabilities of each of your players and build a team around their talents. You can watch a match in full-blown *FIFA*-style, which reflects the calculations and player statistics, and has never been achieved so successfully. The only disappointments are the clunky interface, and the slow-pace of the game due to constant calculations. **DG**

VERDICT

8





0:53



- 1 They fly through the air with the greatest of ease. Except they don't.
- 2 Get on the blind side of a boss and you'll be in a spot of trouble.
- 3 Loop the loop and fly through the hoop to finish the stage.
- 4 Sadly, targetting is not an option.
- 5 Blocky structures and garish colours don't help matters.



Aironauts

What happens when you get escaped prisoners piloting futuristic flying machines? An air riot, silly. Amazing how they all know how to fly, ain't it? One thing is for certain – it is an original idea. Unfortunately not much else...

Publisher: **Jack Of All Games**

Developer: **Red Lemon**

Release date: **August**

Origin: **US**

Style: **Flying shoot 'em up**

Price: **\$89.95**



ALTERNATIVELY

Ace Combat 2 5/10 PSM 7
Plane Crazy 4/10 PSM 25
Wing Over 2 4/10 PSM 23

Aright, here's what happened. Some bloke at the developers had a childhood obsession with *Wacky Racers*, watched *Arnie* in *Running Man*, checked out *Gladiators* on the telly and thought, "There's a videogame in here somewhere!" And he was quite right.

Creating a media overlord by the name of Bob McGuffin, pulling criminals from futuristic prisons and making them wage aerial war across the skies sounds like an excellent premise for a videogame. It could be great. Spinning highly-maneuvrable mechanical flying beasts around intricately designed levels, shooting up your foes with an expansive range of power-ups and causing general mayhem to the delight of a TV audience of two-and-a-half billion. The prize? Freedom.

Pity then that, for a number of reasons, *Aironauts* falls flat on its face. The rigs used to fly round the levels are supposed to be state-of-the-art, futuristic flying machines. You should be able to throw them round with ease, but in reality an army tank has got a tighter turning circle than these chaps. Even the special 180-degree spin takes far too long, to the point of causing extreme frustration. For an example of the trouble this can cause, check out the guardian battles. Hit your opponent once and he'll tuck in tight behind you, following your every move and making it extraordinarily difficult for you to let off a good shot. After the fourth level, this becomes plain irritating.

The entire game consists of 11 levels and a training arena. There are no hidden levels, no hidden characters and, although the

difficulty level shoots up at around the fourth episode, it's not challenging enough to maintain long-term enjoyment. This is compounded by the fact that it's one-player only. Surely someone could have seen the potential benefits of sticking in a split-screen two-player dogfight to increase the lifespan? In an age of games that last more than 40 hours, there's simply not enough here.

Graphically it's mediocre to say the least. Sure, a year ago it would have been passable, but with other developers constantly pushing at the PlayStation's technical limitations, it's not really up to scratch. In an effort to create a bleak futuristic environment they've dimmed the lights to the point where you can barely see your intended target as it speeds round the arena. The structures that litter the stadiums are incredibly blocky, and shaded in colours that rival *Wipeout 2097*'s for garishness. A great shame – a bit of clarity would have made the game significantly easier to play.

The soundtrack's disappointing too. Comprised of clattery techno that's barely in stereo and sounds like it has been generated using *Music*, it's a far cry from the big-name dance and indie acts that are turning up on other titles.

Aironauts remains a fine and original(ish) idea, but ideas need to be carefully cultivated if you want to turn out a winning game. Sadly, this one has been poorly executed. With a bit more attention to detail this could have been a superb title. You can't help feeling it's a missed opportunity.

Dan Meyers



VERDICT



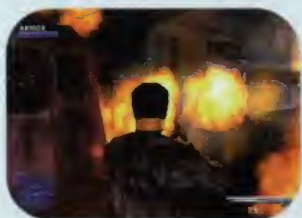
GRAPHICS
GAMEPLAY
LIFESPAN

- 4 Blocky, dim and the levels are too small.
- 5 Just not quick enough.
- 4 Frustration drags this way down.

There's a great game buried in here somewhere. A bit more thought and this could have been a thoroughly enjoyable experience. As it stands, it just doesn't cut the mustard.

In recent issues

name	issue	score
A Bug's Life	PSM 20	7
Actua Ice Hockey 2	PSM 22	6
AFL '99	PSM 23	7
Anna Kournikova's Smash Court Tennis	PSM 23	8
Ape Escape	PSM 24	9
Asterix	PSM 23	5
Bloody Roar 2: Bringer Of The New Age	PSM 22	8
Bomberman	PSM 24	7
Bomberman Racing	PSM 24	6
Bugs Bunny: Lost In Time	PSM 24	7
Bust-A-Move 4	PSM 21	8
Cool Boarders 2 Platinum	PSM 21	8
Croc 2	PSM 24	8
Dark Stalkers 3	PSM 23	6
Diver's Dream	PSM 23	6
Driver	PSM 22	9
Evil Zone	PSM 23	8
FA Manager	PSM 24	7
Final Fantasy VII Platinum	PSM 22	10
Formula 1 '97	PSM 23	9
Gex: Deep Cover Gecko	PSM 22	7
Global Domination	PSM 21	6
Gran Turismo Platinum	PSM 22	10
GTA: London 1969	PSM 23	7
Guardian's Crusade	PSM 23	7
Hard Edge	PSM 24	5
Kensai	PSM 21	9
Legacy of Kain 2: Soul Reaver	PSM 22	9
Legend of Kartia	PSM 24	6
Marvel Super Heroes Vs Street Fighter	PSM 24	5
Metal Gear Solid	PSM 20	10
Monaco Grand Prix	PSM 22	7
NBA Pro '99	PSM 24	5
Need For Speed: High Stakes	PSM 22	9
NHL Face Off '99	PSM 23	8
Omega Boost	PSM 24	8
Populous: The Beginning	PSM 22	7
Pro 18 World Tour Golf	PSM 23	8
R-Type Delta	PSM 20	8
Rampage 2: Universal Tour	PSM 23	5
Ridge Racer Type 4	PSM 21	9
Rollcage	PSM 20	9
Rugrats	PSM 21	7
Silent Hill	PSM 24	8
Sports Car GT	PSM 23	3
Star Wars The Phantom Menace	PSM 23	9
Street Fighter Alpha 3	PSM 22	9
Street Fighter 2 Collection	PSM 23	7
Street Skater	PSM 22	8
Syphon Filter	PSM 24	8
Tomb Raider 2 Platinum	PSM 22	8
Triple Play 2000	PSM 22	8
UEFA Champions League	PSM 23	7
V-Rally 2	PSM 24	10
Warzone 2100	PSM 23	9
WCW Thunder	PSM 21	6
Wing Over 2	PSM 23	4
YoYo's Puzzle Park	PSM 23	7



Next month in **PSM 26**

OH MY GOD NOW YOU CAN KILL KENNY!



We have an exclusive report on the making of the three *South Park* games – and we talk to the developers.

THE GAMES THAT TIME FORGOT

Jason 'Sherlock' Hill puts on his deerstalker, grabs a magnifying glass and goes in search of the bargain-basement games that should have been huge hits.

FREE!

Massive Anna Kournikova pullout poster

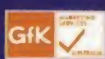


PLUS!

Exclusive first look at *Theme Park World* • *Syphon Filter* and *Ape Escape* solved! • We talk to Prince Naseem about his boxing game • Meet the creators of *Resident Evil 3* and *Saboteur* • We round-up the best TVs for PlayStation owners • The 100 Most Influential Games of all time • We name the best strategy game ever • And *Tomorrow Never Dies*, *Wipeout 3*, *WWF Attitude*, *Point Blank 2*, *Episode One*, *Racer*, *The X-Files*... the list goes on and on. **DON'T MISS IT!**

September issue
on sale
WEDNESDAY 25th AUGUST

TOP 40 GAMES



The movers and the shakers, the top dogs and the sad puppies, the high-rollers and the low lifes – here, in its entirety, is the PSM Top 40 thanks to number crunchers GfK.

Need For Speed holds pole position for another month, but it's likely *V-Rally 2* will creep up on its tail. *Metal Gear Solid* drops a spot but *Crash* the super bandicoot still holds three spots in the top 10!



Need For Speed slips into overdrive and leaves everything else in the dust.

Pos	LM	Name	Developer	Distributor
1	1	Need For Speed: High Stakes	EA	EA
2	4	Crash Bandicoot 2 Platinum	Naughty Dog	Sony
3	2	Metal Gear Solid	Konami	GT
4	5	Crash Bandicoot Platinum	Naughty Dog	Sony
5	3	A Bug's Life	Disney	Sony
6	7	Crash Bandicoot 3	Naughty Dog	Sony
7	—	Gran Turismo Platinum	Sony	Sony
8	6	Shane Warne Cricket '99	Codemasters	OziSoft
9	10	Croc	Fox	EA
10	11	Spyro The Dragon	Insomniac	Sony
11	8	Rugrats	THQ	GT
12	9	Abe's Oddysee Platinum	Oddworld Inhabitants	GT
13	15	Time Crisis Platinum	Namco	Sony
14	13	Mickey's Wild Adventure Platinum	Disney	Sony
15	28	Ridge Racer Type 4	Namco	Sony
16	16	Tomb Raider 2 Platinum	Eidos	OziSoft
17	14	Need For Speed: Hot Pursuit	EA	EA
18	18	Die Hard Trilogy	Fox	EA
19	17	Hercules Platinum	Disney	Sony
20	—	Cool Boarders 2 Platinum	Sony	Sony
21	12	Gran Turismo	Sony	Sony
22	29	TOCA Touring Car 2	Codemasters	OziSoft
23	20	Colin McRae Rally	Codemasters	OziSoft
24	—	Ninja	Eidos	OziSoft
25	23	Tomb Raider 3	Eidos	OziSoft
26	24	V-Rally Platinum	Infogrames	Sony
27	30	FIFA Soccer '99	EA	EA
28	25	Tekken 2 Platinum	Namco	Sony
29	19	WCW Nitro	THQ	GT
30	27	Tekken 3	Namco	Sony
31	26	Small Soldiers	EA	EA
32	21	Abe's Exoddus	Oddworld Inhabitants	GT
33	31	Cool Boarders 3	989	Sony
34	32	Tomb Raider Platinum	Eidos	OziSoft
35	22	Tiger Woods '99	EA	EA
36	37	Grand Theft Auto	DMA	GT
37	34	Point Blank	Namco	Sony
38	33	Soul Blade Platinum	Namco	Sony
39	36	MediEvil	Sony	Sony
40	39	Knockout Kings '99	EA	EA

TALKING SHOP

But enough of our yakking, you want to know what PSX fans have actually spent their hard-earned dollars on this month. We took a peek in the bags of some unsuspecting lads and gals to find out.



Name: Melissa
Occupation: Actress
Bought: *Tomb Raider 3*

And why...
"Lara really knows how to look after herself, which I like. The first two *Tomb Raiders* are simply the best adventure games ever!"



Name: Dan
Occupation: Sponsored skater
Bought: *X Games Pro Boarder*

And why...
"All the crew at the skate park have been raving about some of the tricks and I caved in this morning – and now I've bought it!"



Name: Jack
Occupation: Landscape gardener
Bought: *GTA: London 1969*

And why...
"The original *GTA* is just about the most insane fun you can have on a PlayStation."



Name: Jonathon
Occupation: Public servant
Bought: *Ridge Racer Type 4*

And why...
"I've read many excellent things about it in *PSM* and I've always been a big lover of car games."

Official PlayStation Magazine

RECOMMENDED

Warzone 2100

Driver

Phantom Menace

Smash Court



This baby is the new strategy kid on the block. And what a kid it is! *Warzone* has taken the real-time strategy genre to new heights. Set in the future, it's not a game for casual players, but offers a long, lasting challenge for experienced gamers. **9**



Performing dough-nuts and hand-brakes in realistic traffic while you evade the cops is hilarious fun. With a large range of Mafia-style missions to complete plus loads of bonus games, *Driver* is simply fabulous entertainment. **9**



Hold on! This game will take you on a ride that you won't be able to get enough of. *The Phantom Menace* is the most comprehensive film-to-game conversion to date. You'll regret it if you let this game pass you by. **9**



Anna Kournikova's *Smash Court Tennis* is a cute game that contains surprisingly accurate tennis gameplay. Multi-player mode is excellent and has been a regular in the *PSM* offices of late. Buy this game and your friends will love you for it. **8**

COMING SOON



most wanted

Australia's most wanted. These are the games that 100 *Official PlayStation* readers we polled are most excited about. How about you? Write to the normal address and tell us what you're dying to play.



1. Star Wars: The Phantom Menace

The most anticipated game release in the universe.

Release date: August
21% of vote

no change

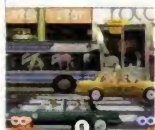


2. Gran Turismo 2

Patience, our friends. Good things come to those who wait.

Release date: November
16% of vote

no change



3. Point Blank 2

Dr Don and Dr Dan are on their way!

Release date: August
15% of vote

up 1



4. Speed Freaks

This has consistently stayed in the charts and is a brilliant kart racer.

Release date: September
13% of vote

up 2



5. 40 Winks

We will all sleep easy when we finally get our hands on this one.

Release date: September
11% of vote

new entry



6. South Park

Nasty and funny, just like the cartoon.

Release date: August
7% of vote

new entry



7. Final Fantasy VIII

Promises to be the new king of role-playing games.

Release date: November
6% of vote

up 1



8. Crash Team Racing

Crash and friends in a hot new racer.

Release date: December
5% of vote

new entry



9. Tomorrow Never Dies

A new tale of espionage awaits 007 in his first jaunt on the PlayStation.

Release date: August
4% of vote

up 1



10. RC Stunt Copter

A shiny toy that should be bags of fun to play.

Release date: August
2% of vote

new entry

At the time of going to press, this is the definitive list as to when you can purchase the latest PlayStation games. However, please bear in mind that making videogames is an extremely volatile process, and release dates are likely to slip faster than a one-legged cat trying to bury its turds on a frozen pond. Please phone your friendly neighbourhood games store to check the game is in stock before you smash open your piggy bank.

August 1999			November 1999		
Aironauts	Take 2/Jack Of All Games	Futuristic sport	Fisherman's Bait	Konami/GT	Fishing sim
Castrol Honda Superbike	THQ/GT	Motorcycle racing	Formula 1 '99	Psygnosis	Racer
FA Premier League	EA	Soccer sim	Gekido	Infogrames	Adventure
Golf Pro	Empire/Metro	Golf sim	Grand Theft Auto 2	Take 2/Jack Of All Games	Car adventure
Legacy of Kain: Soul Reaver	Crystal Dynamics/Ozisoft	Action adventure	Hogs of War	Infogrames/Ozisoft	Strategy
Legend of Karta	Konami/GT	Role-playing	ICC World Cup	EA	Cricketsim
Point Blank 2	Namco/Sony	Shooter	ISS Pro Evolution	Konami/GT Interactive	Soccer sim
Quake II	Activision	First-person shooter	Kingsley	Psygnosis/Sony	Action adventure
RC Stunt Copter	Interplay/Roadshow	Puzzle	Lander	Psygnosis/Sony	Puzzle adventure
Re-Volt	Acclaim	Dinky racer	Messiah	Interplay/Roadshow	Platform adventure
Shadow Man	Acclaim	Action adventure	Motorhead 2	Infogrames/Ozisoft	Futuristic racing
Silent Hill	Konami/GT	Adventure	Omikron	Eidos/Ozisoft	Adventure
Syphon Filter	Sony	Shoot 'em up	Parasite Eve	Square/Sony	Adventure
Star Wars Phantom Menace	LucasArts/Metro	Action adventure	Prince Naseem Boxing	Codemasters/Ozisoft	Boxing sim
Star Wars Episode 1 Racer	LucasArts/Metro	Racer	Rainbow Six	Take 2/Jack Of All Games	Action adventure
South Park	Acclaim	Shoot 'em up	Riding Star	Midas/Metro	Horse riding
Tomorrow Never Dies	Fox/EA	Action adventure	Roadster	Titus/GT	Racing
Um Jammer Lammy	Sony	Interactive music	Saboteur	Eidos/Ozisoft	Adventure
Urban Chaos	Eidos/Ozisoft	Action adventure	Shadow Madness	Crave/Sony	RPG
WWF Attitude	Acclaim	Wrestling sim	Spacestation Silicon Valley	Take 2/Jack Of All Games	Platformer
September 1999			Spec Ops	Take 2/Jack Of All Games	Strategic shoot 'em up
40 Winks	GT Interactive	Platformer	Star Ixion	Namco/Sony	Space shoot 'em up
Alien Resurrection	Fox/EA	Action adventure	Suikoden 2	Konami/GT	RPG
Buster and the Beanstalk	Terraglyph/Sony	Platformer	Tarzan	Sony	Platformer
Carnageddon	SCI/Ozisoft	Smash 'em up	The Great Bearstalk	Terraglyph/Sony	Platformer
Centipede	Hasbro	Retro shoot 'em up	This Is Football	Sony	Soccer sim
Dark Messiah	Konami/GT	Action adventure	Vigilante 8: Second Offense	Activision	Car combat
Discworld Noir	GT	Adventure	X-Men	Activision	Beat 'em up
Eagle One: Harrier Attack	Infogrames/Ozisoft	Flight sim	November 1999		
Earthworm Jim 3D	Interplay/Roadshow	Platformer	Beatmania	Konami/GT Interactive	Interactive music
Extreme 500	Softgold/GT	Racing	Die Hard Trilogy 2	Fox/EA	Driving/shooter/adventure
G-Police 2	Psygnosis/Sony	Strategic shoot 'em up	Ergeist	Square/Sony	Beat 'em up
Grudge Warriors	Take 2/Jack Of All Games	Shoot 'em up	Final Fantasy VIII	Square/Sony	RPG
Hot Wheels	EA	Dinky racing	Gran Turismo 2	Sony	Car racing
Indiana Jones	LucasArts/Metro Games	Action adventure	International Cricket Captain	Empire/Metro	Crickets management
Johnny Herbert's Grand Prix	Midas/Metro	F1 racing	Jackie Chan	Radical/Sony	Scrolling beat 'em up
Kurushi Final	Sony	Puzzler	Mike Stewart Body Boarding	Midas/Metro	Body boarding sim
Le Mans	Infogrames/Ozisoft	Racing	Music 2000	Codemasters/Ozisoft	Music creation
Madden NFL 2000	EA	American football	Pac-Man: 20th Anniversary	Namco/Sony	Platformer
MediEvil Platinum	Sony	Arcade adventure	Rayman 2	Ubisoft/Metro Games	Platformer
Mission Impossible	Infogrames/Ozisoft	Action adventure	Spyro 2	Insomniac/Sony	Platformer
Mulan Story	Disney/Sony	Platform adventure	Tony Hawk's Pro Skater	Activision	Skateboard sim
Nascar 2000	EA	Racing	December 1999		
NHL 2000	EA	Ice hockey sim	Crash Team Racing	Naughty Dog/Sony	Kart racing
No Fear Downhill Biking	Codemasters/Ozisoft	Mountain bike racing	Dino Crisis	Konami/GT	Action adventure
PGA European Tour	Infogrames/Ozisoft	Golf sim	Disney's Magical Tetris	Disney/Sony	Puzzler
Pong	Hasbro	Retro arcade	Dragon Valor	Namco/Sony	RPG
Railroad Tycoon II	Take 2/Jack Of All Games	God sim	Fear Factor	Eidos/Ozisoft	Action adventure
Rally Masters	Infogrames/Ozisoft	Rally racing	Hogs of War	Infogrames/Ozisoft	Strategy
Rat Attack	THQ/GT	Kids platformer	Jet Moto 3	Rage/Sony	Racing
Resident Evil 2 Platinum	Capcom/Ozisoft	Action adventure	Karting World Championship	Midas/Metro	Kart racing
Q-Bert	Hasbro	Retro arcade	Knockout Kings 2000	EA	Boxing sim
Shao Lin	THQ/GT	Beat 'em up	LEGO Racers	LEGO/Roadshow	Kart racing
Sled Storm	EA	Snowmobile racing	MGS: VR Missions	Konami/GT	Sneak 'em up
Space Invaders	Activision	Retro shoot 'em up	Muppets Racing	Sony	Kart racing
Superman	Titus/GT Interactive	Action adventure	Nightmare Creatures II	Activision	Action adventure
Speed Freaks	Funcom/Sony	Kart racer	Premier Manager 2000	Infogrames/Ozisoft	Soccer management sim
Smurfs	Infogrames/Ozisoft	Platformer	South Park Chef's Luv Shack	Acclaim	Trivia contest
Tanktics	DMA/Gremlin	Strategy	South Park Rally	Acclaim	Kart racer
Tekken 3 Platinum	Namco/Sony	Beat 'em up	Space Debris	Rage/Sony	Shoot 'em up
The Next Tetris	Hasbro	Puzzler	Spiderman	Activision	Action
Tiny Tank	MGM/Sony	Action adventure	Tenchu 2	Activision	Fighting adventure
Unification	Take 2/Jack Of All Games	Strategy	Toy Story 2	Disney/Activision	Platformer
WCW Mayhem	EA	Wrestling sim	Unreal	GT	Shoot 'em up
Wipeout 3	Psygnosis/Sony	Futuristic racer	War of the Worlds	GT	Strategy
X-Files	Fox/Sony	Adventure	Worms: Armageddon	Hasbro	Earthworm combat
Xena: Princess Warrior	EA	Action adventure	Wu Tang: Shaolin Style	Activision	Action adventure
October 1999			2000		
Ace Combat 3	Namco/Sony	Flight sim	Civilization: Call to Power	Activision	Strategy
All Star Tennis	Ubisoft	Tennis sim	Colony Wars: Red Sun	Psygnosis/Sony	Space combat
Armored	Acclaim	Shoot 'em up	Destruction Derby 3	Psygnosis/Sony	Racing
Bushido Blade 2	Square	Beat 'em up	Resident Evil: Nemesis	Capcom/Ozisoft	Scary action adventure
Chocobo Racing	Square/Sony	Chicken racing	Rollcage Extreme	Psygnosis/Sony	Futuristic racing
Dark Stone	Take 2/Jack Of All Games	Beat 'em up	Team Buddies	Psygnosis/Sony	Party shoot 'em up
Destrega	Koai/Sony	Beat 'em up	Thrasher	Take 2/Jack Of All Games	Skateboarding sim
Einlander	Square/Sony	Shoot 'em up	Tombs 2	Sony	Platformer
			X-Men	Activision	Beat 'em up

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The official PlayStation Powerline provides gamers with an incredible amount of gaming advice that's only a phone call away. We'll be featuring the latest additions to the Powerline each month. If you can't see a cheat for a game you want, give the Powerline a try and have a pen and paper handy. Alternatively, try using the unique code that's printed on every game.

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2. 'Cheats Heaven'. Punch in the five-digit code located on your game CD above the PlayStation logo and after the letters SCES or SLES.

3. New and upcoming PlayStation games information.

4. PlayStation game of the month.

5. This month's Top 10 titles.

6. Information on PlayStation peripherals.

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press 0 for the main menu

press 1 to speak to a live member of Team PlayStation

press 2 for cheats heaven and have your game code handy

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press 5 for this month's top 10

press 6 for information on PlayStation peripherals

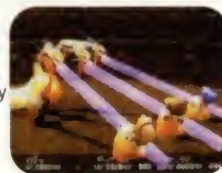
Wild Arms

00321

Multiple Items

This trick works when only one of the items to be duplicated is present. Win a battle and the inventory will contain 255 of the item that was multiplied.

1. Have the first character (typically Jack) use a healing item, such as a berry or medicine.
2. Have the second character (typically Cecille) also use the same healing item.
3. Have the final character (typically Rudy) exchange the positions of the healing item and the item to be multiplied in the inventory.



Grand Theft Auto: London 1969

Change the character's name to get the following.

Unlimited lives: M, C, V, I, C, A, R.

All weapons and unlimited ammunition: T, O, O, L, E, D, U, P.

Accumulate a score of nearly 10 million: B, I, G, B, E, N.

Access to see the map coordinates: S, W, E, E, N, E, Y.

Increase your wanted status to five: O, L, D, B, I, L, L.

Disable your wanted status: G, R, A, S, S.

Access to level two, Mods And Sods: M, A, Y, F, A, I, R.

Access to level three, Chelsea Smile: P, E, N, T, H, O, U, S, E.

Access to level four, Dead Certainty: R, A, Z, Z, L, E.

All levels, weapons and unlimited ammunition: S, O, R, T, E, D.

All levels, all weapons, unlimited ammunition, unlimited lives, map coordinates of your current position, a high score of nearly 10 million, and increase your multiplier level to five: H, A, R, O, L, D, H, A, N, D.

don't mess...

WCW Thunder 01663

Big heads, hands and feet: On the main menu press **R2** seven times, **R1** once, followed by **Select**.

Increase defensive and offensive attributes:

On the main menu press the **L2** button four times, the **R2** button four times, the **L1** button four times, the **R1** button four times, and then the **Select** button once.

View all the FMV sequences: On the main menu press **R1** four times, the **L1** button four times, and then press **Select** once. You'll now see the introduction video sequence.

To skip from one sequence to another, hold either **←** or **→** and press the **X** button. You will now skip from one sequence to another, with over 100 full-motion video sequences to watch.

Open up the secret fighting ring, Cage: On the main menu press **R1, R2, R1, R2, Select**. If you now look in your options menu, you will see that the ring option has changed to CAGE.

Open the secret fighting ring, The Box: On the main menu press **L1, L2, L1, L2, Select** and you'll see The Box appear in your options menu.

Open all hidden wrestlers: On the Select Player screen press the **R1** button four times, the **L1** button four times, the **R2** button four times, the **L2** button four times, and the **Select** button once. You will now have access to all hidden characters for all game modes.



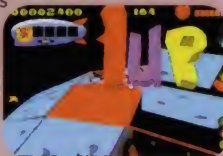
Live Wire 01460

Access to all the sub-levels

On the level selection screen, press and hold the **▲** button followed by **←, ↓, ↑, →, ←**.

Select the sub-level by moving the direction buttons

← or **→** to select the level, then press **↑** or **↓** to select the sub-level.



Driver 01816

Get Hidden City

Get the hidden cities by finishing the game once. All the cheats are done on the main menu. Once codes have been entered, the option will be unlocked on the cheats screen.



Invincibility: **L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1.**

Steer with rear wheels: **R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1.**

Get rid of police: **L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2.**

Tiny cars: **R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2.**

Flip screen upside down: **R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1.**

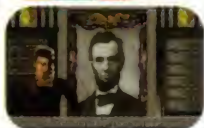
Long suspension: **R2, L2, R1, R2, L2, L1, R2, R2, L2, L1, R2, R1.**

Show credits: **L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1.**

Civilization II 01794

29874 pieces of gold

Rename the city Cash making sure you hold the **R1** button as you select H.



Rugrats 01538

Make putting easier on the Minigolf course: Hold down the walk button while putting and the aiming button line will move a lot slower.

Find the babies on Chuckie's Glasses level: All the kids are upstairs. Tag a baby and run down the stairs. It'll make the first right into the hallway, but if you make the first left you'll go into the kitchen. Run across the kitchen and you'll be home free.

Incident on Isle Seven shortcut: Go to where the plants are and you'll find three balloons tied together. Run into them and press the **●** button. This brings you out on the middle part of the board.

Secret Reptar bars: Play hole eight on Ice Cream Mountain, make your way around to the other side of the pyramid and through the entrance. You'll find a lot of Reptar bars. You'll also find Mr Friend's old lady.

Downstairs items you need to collect:

- * To reach Chuckie's Glasses level collect the umbrella from the playpen.
- * To reach the Incident On Isle Seven level collect the ding-a-ling box from the kitchen.
- * To reach the Egg Hunt level collect the egg basket in the living room.
- * To reach the Mr. Friend level collect the machine from the basement workshop.

* To reach Grandpa's teeth level collect the dentures from the bathroom.

* To reach Ice Cream Mountain collect the golf clubs near the front door.

Upstairs items you need to collect:

- * To reach the Seven Voyages of Cynthia level collect the Cynthia doll from the guestroom.
- * To reach the Let There Be Light level collect the Reptar nightlight from Tommy's room.
- * To reach the Toy Palace level collect the Thorg doll from Didi and Stu's room.
- * To reach the Circus Angelicus level collect the stuffed lion from the upstairs bathroom.
- * To reach the Cookie Race level collect the cookie box from the upstairs family room.
- * To reach the Visitors From Outer Space collect the remote control from Grandpa's room.

Access the end level: First collect all of the puzzle pieces to the jigsaw, then collect the Reptar doll from near the TV. You will now have access to the Reptar Solo level.



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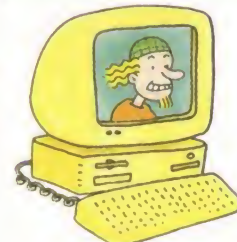
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Gex: Deep Cover Gecko

Gex manages to hide its secrets beneath an ever-present sheen of bad jokes. But, armed with our scalpels, goggles, gloves and coats in the *PSM* Lab, we prepare to slice open the lizard and show you what's really going on...

PRETTY FLY...

Right, we'll start with the basics, my friends. For every 50 Fly coins you collect you get an Extra Life. Get 100 Fly coins and a Remote will be your prize. When you collect 25 Paw coins your maximum health increases by one. Sufficient Bonus coins will give you access to the Bonus stage of a level. You require 50 Remotes for the ultimate full video ending. As well as the aforementioned 100 coins to get a Remote, you'll also receive one by completing each of the three tasks on a level.



Each level includes 100 Fly coins, three Remotes, 10 Paw coins and three Bonus coins. Check your totals before leaving a level to make sure you've got everything you need. If you're short, try giving everything a little whack with your tail – more often than not you'll find something. And if your number of Lives is falling, head to the infinitely repeatable, fairly easy Bonus rooms to collect more.

Got all that? Are you sure? Well let's move onward then...

THE MAIN ROOMS

There are four main rooms and they're slightly more than the usual level select/hub areas. Each room contains a Remote, 10 Paw coins, a secret room and three Bonus coins, so you'd do well to explore. And, erm, they are level selects too – it's a fact we can't escape.

MISSION CONTROL

This gives you access to The Wreck Room, Totally Scrooged and Clueless In Seattle. You can also access the other main rooms from here. To reach Mission Control's secret stage, Dial A for Arson, and simply give the three computers a decent hit. Once you're in the secret stage, you have to collect 50 Fly coins, then hit each pigeon three times to get three more. Alternatively, aggressive action toward the hot dog stall and drinks machine can lead to fresh, spicy coins. To find a Clapperboard, go to the shop blind to the right and



jump into the section of broken wall. If you have the Clapperboard a short movie will be played at the end of the level.

LAKE FLACCID

This gives you access to Cut Cheese Island, War Is Heck, The Organ Trail, Holy Moses and the first boss. You can reach the secret level, Braveheartless, by going right as far as you can at the start. You'll find an abandoned mine decorated with a Paw coin – ta-daa, the secret level! This level is moderately tricky so take your time, especially on the precarious ledges. Don't bother collecting the Firefly as it's not much use.



If you find your health plummeting on this level, note that there's an extra rechargeable Green Fly TV behind the pyramid. Whenever you're getting low, head back here for a top-up.

Before you head towards The Organ Trail, go to the right instead of entering the mine. When you reach a Fly coin, jump up and left to find a lever. Tugging this will clear the route to the Bonus level later: and hitting the locker room to the left of the entrance takes you to meet the first boss.



SLAPPY VALLEY

Red Riding in the Hood, Unsolved Mythstories, When Sushi Goes Bad and the second boss are all connected to this level. To reach Slappy Valley's secret level, The Abyssmal, you have to go to the large clearing where you'll find the letter G made out of flowers. From here head right, and you'll find the secret level near the small pool. While this level is easy to find, it's almost impossible to complete, because there's no set route through it and all of the level is set underwater. All you can do is learn the location of the air supplies and persevere.

Back in the main level, you can find another re-

the room adjacent to the secret, use it to slice the rope suspending the crate. When the crate falls to Earth, you can use it to access the Bonus room for My Three Goons. To reach the Superzeroes stage find the second booth, wait to be transformed, then fly to the right. And for some spooky reason beyond our understanding, you can climb along the red brick walls.

A TOUR OF THE LEVELS

Upon entering each of the levels, you'll be given three tasks to complete, each rewarding you with a shiny Remote complete with batteries. Let's have an overview of some of their hidden qualities, eh?

THE WRECK ROOM: The training section of the game, but includes six Paw coins, a Bonus coin and even a Remote to get you started. Well worth investigating this one.

TOTALLY SCROOGED: You need one Remote to enter here. Mailboxes particularly are worth slapping, as



spawning Green Fly TV to the left of the entrance to Unsolved Mythstories. There are two Extra Lives and a Paw coin waiting for you if you follow the pathway at the top of Unsolved Mythstories' entrance. To reach the Bonus coin near When Sushi Goes Bad you have to head back towards the Lizard Of Oz – use the paw prints to climb to the next level, then head back towards When Sushi Goes Bad and use the paw prints there to reach the coin.

FUNKY TOWN

The final level hub where you can find My Three Goons, Superzeroes and (eek!) the final boss. To find the final secret game, drop to the yard before and to the right of you at the start to locate the incredibly easy Cheesy Rider. In a style similar to the previous Gex game, *Gex: Enter The Gecko*, you can just follow the path of the level collecting coins.

The second ledge to the right of the start houses another self-recharging Green Fly TV. It's a veritable eternal health-fest. When you locate the machine gun in



they give you three Fly coins apiece. Find a secret Paw coin by killing the first elf that appears. When you find the three houses, enter the one with the smokeless chimney to get an Extra Life and Bonus coin. And you can thaw Rex out for an Extra Life too.



CLUELESS IN SEATTLE: A trio of Remotes are needed here. The statues you meet are all switches, so should be slapped to activate them for extra routes. There's a secret room here too if all the TVs in the snooker room are turned on.

HOLY MOSES! Five Remotes are required for entrance here. Snake charmer's baskets are the Fly coin motherload, and when you've grabbed the second Ra staff, carry on along the ledge for three Bonus coins and three Fly coins.

WAR IS HECK: Seven Remotes are needed here. When you're in the barracks, attack the burner toward the rear of the room to gain access to the secret maze that contains a Green Fly TV, a Bonus coin and a Paw coin. Another Paw coin can be found in the large water store near the centre of the level.

THE ORGAN TRAIL: Nine Remotes are the key. Control your stomach and look behind the mound of poop for a Bonus coin. Charming.

CUT CHEESE ISLAND: You need 11 Remotes to enter here. Before you start this level, you may consider going to the Bonus stage by jumping on the platform with the wooden switch in the start room, and activating the lever. Try moving the barrels around on this level too...

UNSOLVED MYTHSTORIES: An unlucky 13 Remotes are needed to get here. Try climbing up the trees to find an excess of Fly coins. Also, by standing on the Strong Man icon you can warp yourself into a be-muscled Hercules who

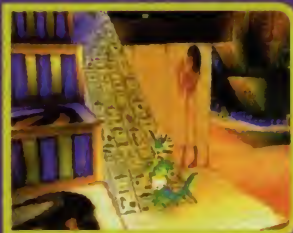
can move certain pillars and smash the glowing sections on others.

RED RIDING IN THE HOOD: Drum roll... Sixteen Remotes are required for access. The blue dots in the entrance room lead to the Bonus stage. However, if you fall off on to the TV and then leap to the right, you can reach a hidden Paw coin and Green Fly TV. And there's another Paw coin behind you at the start. Acquiring Bonus coins is something of a nightmare, as they all require you to sprint against the clock.

WHEN SUSHI GOES BAD: Nineteen Remotes for access. By going through the door below and to the left from the start you can reach a Paw coin. Well... If you avoid the heaters, kill the guard and (after getting the coin) whack the down arrow with your tail to enable you to fall back to Earth you can.

MY THREE GOONS: Twenty-two Remotes are needed to try this. There's a particularly awkward Fly coin hidden away in one of the three barrels near the start. Also, if you collect (but don't eat) a Firefly from





the yard with a bundle of cash in, then torch the lock near the machine gun, you reach another Paw coin.

SUPERZEROS: The last main level needs 26 Remotes to enter. You'll need the Extra Life that's around the corner to the left at the start. If you get stuck at the trolleys, head back to the first cat, leap on the roof then spit attack the tree targets on the wall opposite the TV.

BONUS GAMES

Nosing your green snout around the entrance room to each level is a recommended way to pick up one of those fashionable Extra Life things. To enter each of the games you'll require a certain number of Golden Bonus coins, and the time limit for each task is two minutes.

MARSUPIAL MADNESS

You'll find this in the entrance to Totally Scrooged and Unsolved Mythstories. You need two Bonus coins to access them. Using the kangaroo you have to ring 10 bells spread about the three areas. It's simple – if you can avoid the koala-lobbed cans when climbing.



armoured vehicle and attempt to destroy 10 Reztanks. After finishing all the Reztanks on one level, hit the target to move up to the next one.


TRUE GRITS

Fourteen Bonus coins are needed to get to this level from the entry of The Organ Trail and Red Riding In The Hood. All you need to do is break 10 chicken crates. Find the three crates on the bottom level then ride your mule up the path to find the rest. Pah.

WHAT A CROCK!

If you're in the entry room for Cut Cheese Island and have 17 Bonus coins, you can hop to this level and have the pleasure of trying to persuade your crocodile to eat 10 rubber ducks. There're none in the start room, so head straight on and get the lowest four first before moving upwards.

AND A FINAL TIP...

Gex's puns are detestable. Ignore them at all costs. 

GEXTREME SPORTS

If you've got five Bonus coins you can access this from the entrance rooms to Clueless In Seattle and Holy Moses! Riding a snowboard, you have to give five snowboarding elves a decent whacking. Catch up with them by leaping over corners and learn their routes.

WAR AND PIECES

You're in the entry room to War Is Heck? You've got 11 Bonus coins? Then you too can climb into an



BACK ISSUES



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Ridge Racer Type 4 review, 50 Games You Must Play in 1999, PlayStation 2 revealed, 100 Things You Should Have Done as a PlayStation Owner, Metal Gear Solid solved, Soul Reaver review, interview with Sony Australia.



MAY '99 - #22

Driver review and demo, The 50 Games You Must Own, The Best Fighting Game Ever, How to Win at Wame's Cricket, The 100 Most Addictive Games Ever, Massive PlayStation 2 feature, Star Wars games unveiled, PocketStation.



JUNE '99 - #23

Exclusive Phantom Menace feature and review, E3 reports, Ridge Racer Type 4 demo and tips, The Greatest Road Racer, AFL 99 review, 100 Cheekiest Cheats, Australia's Best PlayStation Player, Greatest Gun Games of All Time.



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2. Employees of ACP Publishing, sponsors, their advertising agencies and families are not eligible to enter. All entries become the property of ACP, the promoter,

and might be used in future marketing exercises.
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A Bug's Life

Get set to knock out another army of creepy-crawly critters in our second part to *A Bug's Life*.

LEVEL 9: BUG BAR BARRACKING

Another boss... This time a giant bug called Thud. You'll find yourself in a spinning can, with the evil one flying above you. From your start position, turn around and run to the end of the can to collect a blue berry. Remember it's important to collect the blue berry first, not the gold berry. If you collect the berries in the opposite order, you'll not be able to complete the level 100 per cent. Now you can start to whack Mr Thud good and proper.

Each time you hit him with a blue berry he drops nine grain seeds and a health pick-up. The health pick-up is extremely important, as the debris that's rolling around the tin can takes a piece of health off each time you're hit. Inside the can, you'll also see the letters of Flick's name floating in the middle. To reach these letters and the gold berry, take advantage of the small rubber ball rolling around the can. If Flick jumps on this ball, he'll be able to jump up and collect more items.



LEVEL 10: CLOVER FOREST MISFORTUNE

Find the five missing pieces of the mechanical bird, which Flick believes will destroy the grasshopper army. This level has two main playing areas -- on top of the clovers that make up the canopy of the forest and under the canopy itself. Flick will also receive help from members of the circus troupe in his quest to collect the missing pieces. Navigate carefully around the canopy and forest, otherwise Flick will spend most of his time under the canopy. Heimlich can be used to bounce back to the top of Clover Forest, and one circus member even turns into a piece of the missing bird.

To collect the last piece of the missing bird (which can be found on top of the giant tree trunk), you must first collect all four of the brown tokens. Once you have all four brown tokens, you can then carry a seed to the base of the giant tree trunk and make a cannon plant to shoot Flick up to the top.

LEVEL 11: TREE TOP TRAIL

Get Flick to the top of the tree and transport five blue berry scouts to the mechanical bird.

Navigate Flick up and around the outside of the tree and run up the bark ramps, avoiding the rolling acorns and the insects which block the path. In addition, you'll have to use vines and the occa-

sional silken thread from Rosie the spider to swing across the gaps in the bark ramps.

It's easier to travel up the bark path to collect the blue berry first. This helps make the task ahead easier. Return to the floor of the tree and travel to the opposite end of the roots to collect the harvester. This enables you to kill all the insects that are getting in the way on the ground.

To collect the gold berry, first collect all four brown tokens. The last brown token is situated close to the harvester. To reach it, use a combination of two propeller plants and a dandelion plant to gain enough height. The first two letters of Flick's name are easily situated close to a couple of blue berry scouts. The remaining letters can be found halfway up the tree, below two swinging vines that are placed close together.

LEVEL 12: ARENA ANTICS

Set an example as arch-ant by defeating the grasshopper, Molt. First collect a purple token to make a bug-damaging blue berry. Unfortunately, the armies of ants that surround you think they're helping you by throwing red berries at you. If the berries hit you, you'll lose the blue berry and you'll then have to grow a new plant to continue the battle. Don't get hit!

LEVEL 13: THE ANT HILL MOB, PART DEUX

Fight the grasshoppers using berry shooters, the harvester and some of the circus troupe members.





When you meet up with Tuck and Roll, you'll see two green tokens floating above them. Botty bounce on top of Tuck and Roll to reach them, and you'll have a double-sized leaf to help collect the other tokens. You'll also find that there are no seeds on the ground that they can use to carry stuff to various locations. That special seed's held by the grasshopper flying around in the sky; collect a yellow token so you can grow a blue berry shooter and blast it out of the air. Also, it is worth noting that on this level Flick can only fire red berries. Gulp.

To rescue Princess Atta, collect at least two yellow tokens. Once they are collected, you can grow a purple berry shooter, which homes in on the enemy bugs – especially Hopper, who's holding the sweet Princess.

LEVEL 14: RIVERBED FLIGHT

Lead Hopper to the birds' nest at the end of the riverbed canyon. This level's very difficult to negotiate, so be prepared to lose a few lives. From the level start, head left until you reach the blue berry pick-up, then continue left until you pick up the gold berry. You'll now have a fighting chance of survival. As you travel through the canyon, you'll

realise that Hopper is right behind you at all times, so slowing down too much isn't recommended because he'll catch up with you and hit you.

It will also seem as if you can't turn back on yourself, when in fact you can. The trick is to climb as high as you can and then turn around and fly over the top of Hopper's head. You must do this if you want to complete 100 per cent of the level.

Throughout the level there are certain paths to the left and right of the canyon where it is difficult to distinguish between the wall and the path. The default speed gives you time to look for those hidden paths. Also, it's better to keep your speed at the default rate until you need to slow down to turn around or collect a token because Hopper can't reach you at this speed.



LEVEL 15: CANYON SHOWDOWN

Firstly find the bird that will eventually kill Hopper and wake it up. The level's split into three sections, each one getting gradually harder. Within the level, the only enemy bugs to be found are grasshoppers, which are coloured dark green. Hopper is light brown and is the only grasshopper that's flying. The trick to successfully completing this end level is to chase Hopper from one area to the other in an attempt to get him to the bird nest and his doom.



When you begin the level, travel around the area to familiarise yourself with where everything is. The most important part is the log which Flick must walk up to reach the dandelion plant – this, in conjunction with a propeller plant, will transport Flick from one rock to another. The next part to remember is the gap in the canyon wall, which is blocked off with twigs and which leads to the next area. You can find it by heading in the direction of the moon. When you have collected all the items, and can fire blue berries, go after Hopper. Watch out when you find him, as he can fire his own white berries at you. What you must do is fire at him until you scare him off. When you have frightened him off, he'll fly towards the twig barrier and knock it down to get away. You'll now have access to the second area.

The second area of this level is pretty much the same as the first. The only difference this time is that you must attack Hopper four times before he'll make his way through the next twig barrier. The most effective way of attacking him is to climb to a vantage point so that your blue berries can hit him. As with the first area, all you have to do to find the second twig barrier is to follow the direction of the moon in the night sky.

When you eventually reach the third area, you'll find yourself in front of a canyon stairway. Chase

Hopper up to the top of the canyon where the bird's nest is situated. When you reach the nest, keep pelting Hopper with your berries until his energy runs out. Then the bird eats him up and you win! Yay!



CLIP-OFF-THE-OLD-BLOCK HIDDEN BONUSES

There are three bonus movie-clips to collect from three bonus level areas. To collect one of the bonus movie-clips, botty bounce on five enemy insects one after the other without getting hit. When you reach the bonus level, you must escape from the circus arena, then climb to the top of the umbrella to collect the coloured exclamation mark-shaped bonus.











































Another of the bonus movie-clips can be found on Level 2 and Level 15. To gain access to the bonus level, you must kill five grasshoppers with blue berries, without missing a shot and WITHOUT being hit yourself. To collect the blue berry pick-up in the tunnels, enter the second of the main tunnels, and then bypass the first grasshopper that comes through the roof. When you reach the second of the bonus levels, collect all the tokens that are dotted about the circus arena. Once you've collected all the bonus tokens, you'll be able to grow a cannon plant. This in turn, when positioned correctly, will catapult you up into the air to collect the coloured exclamation mark-shaped bonus, situated near the roof of the umbrella.

The third and last bonus level can be found by lining up five seeds in a row and turning them into mushrooms. Once you've done this, bounce across the line. You can only bounce once on each mushroom, so time your jumps correctly. When you reach the final bonus level collect the tokens to grow a propeller plant and a dandelion plant. Once you've grown these two plants you'll be able to collect the coloured exclamation mark-shaped bonus, which can be found above one of the articles of rubbish around the circus ring.



greymatter

Let our mighty brain take the strain out of any purchases for that little grey box. Neural networks have been searched and brain cells destroyed simply to bring you this hot 100.

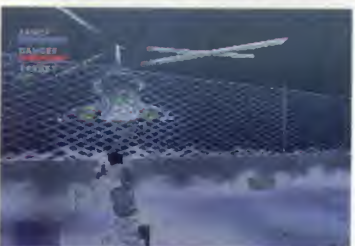
Title	Style	Price	Icons	Description	Score
<i>A Bug's Life</i>	3D platformer	\$69.95	  1	Slow-paced colourful platformer that young kids will love	7
<i>AFL 99</i>	Aussie Rules	\$89.95	  4	The quintessential Australian game finally on PlayStation, and it's great fun	7
<i>Alien Trilogy</i>	First-person shoot 'em up	\$39.95	  1	<i>Doom</i> clone with emphasis on intellect and agility	8
<i>Alundra</i>	RPG	\$79.95	 1	<i>Zelda</i> for the PlayStation – compulsively addictive	9
<i>Ape Escape</i>	3D platformer	\$69.95	 1	The monkeys will drive you bananas in this challenging platformer	9
<i>Anna Kournikova's Smash Court Tennis</i>	Tennis sim	\$59.95	  4	Cute, fun tennis action – multiplayer is a winner	8
<i>Apocalypse</i>	Shoot 'em up adventure	\$89.95	 1	Bruce Willis in gun-toting frenetic 3D scrolling adventure	8
<i>Bloody Roar 2</i>	Beat 'em up	\$89.95	 2	A fine, quick, responsive fighting machine to unleash the animal in you	8
<i>Bushido Blade</i>	Beat 'em up	\$89.95	 2	Beat 'em up – not for the squeamish	8
<i>Bust-A-Groove</i>	Dance 'em up	\$69.95	 2	If <i>Saturday Night Fever</i> were a game, then this would be it	8
<i>Bust-A-Move 4</i>	Puzzle	\$89.95	 2	Simple yet infuriatingly addictive puzzle game	8
<i>Circuit Breakers</i>	Dinky racer	\$79.95	  2	Clever top-down racer for four players	9
<i>Colin McRae Rally</i>	Rally sim	\$49.95	   2	A compulsory purchase for all racing fans	9
<i>Colony Wars: Vengeance</i>	Space combat	\$59.95	  1	Challenging and compelling space combat	9
<i>Command & Conquer</i>	Strategic warfare	\$39.95	 1	Military strategy on a very small scale	9
<i>Constructor</i>	Management sim	\$89.95	  1	A management sim with loads of depth	8
<i>Cool Boarders 3</i>	Snowboard racer	\$69.95	  2	Excellent downhill snowboard racing and trickery	8
<i>Crash Bandicoot</i>	Platformer	\$39.95	 1	The best value-for-money platformer available	9
<i>Crash Bandicoot 3</i>	Platformer	\$69.95	  1	The best platformer on the PlayStation – as simple as that	9
<i>Croc 2</i>	3D platformer	\$79.95	  2	Reptilian fun complete with gobbos, special challenges and even boat racing.	8
<i>Dead or Alive</i>	Beat 'em up	\$69.95	  2	Another interesting slant on the fighting game	8
<i>Deathtrap Dungeon</i>	3D adventure	\$89.95	 1	A solid, well-designed 3D adventure	8
<i>Destruction Derby 2</i>	Racing game	\$39.95	 1	Great value, crash and smash racing	9
<i>Devil Dice</i>	Puzzle	\$59.95	 5	Eccentric puzzler which intrigues and frustrates	8
<i>Die Hard Trilogy</i>	Arcade adventure	\$39.95	   1	Three good games for the price of one	8
<i>Doom</i>	First-person shoot 'em up	\$29.95	  1	The classic spooky first-person blaster	9





Title	Style	Price	Icons	Description	Score
<i>Driver</i>	Car chaser	\$89.95		A new concept in driving games, gorgeous to look at, satisfying to play	9
<i>Duke Nukem Time To Kill</i>	First-person shoot 'em up	\$69.95		Humorous but violent 3D blaster	9
<i>Everybody's Golf</i>	Arcade golf	\$69.95		Arguably the best sports game you can buy	9
<i>Evil Zone</i>	Beat 'em up	\$89.95		Girl power hits the fighting circuit	8
<i>FIFA 99</i>	Soccer sim	\$79.95		Stunning visuals and lots of fun to play	8
<i>Final Fantasy VII</i>	RPG	\$39.95		The best role-playing game ever made	10
<i>Fluid</i>	Interactive music	\$69.95		Relaxing aural and visual post-club fare	7
<i>Formula 1 '97</i>	Motor racing sim	\$39.95		This is Grand Prix at its best	9
<i>Gex: Deep Cover Gecko</i>	Platformer	\$89.95		Great looking platformer with a sense of humour	7
<i>G-Police</i>	Flight sim shooter	\$39.95		Great dogfighting and flying gameplay	9
<i>Grand Theft Auto</i>	Car criminal sim	\$39.95		Controversial and addictive car-theft sim	8
<i>Gran Turismo</i>	Sports car racing	\$39.95		The best racing game ever made. Yet	10
<i>International Track & Field</i>	Athletics sim	\$29.95		Finger-bashing multiplayer sports frenzy	7
<i>ISS Pro '98</i>	Soccer sim	\$79.95		The best soccer sim on the planet	9
<i>Jonah Lomu Rugby</i>	Rugby sim	\$89.95		The best (and only) rugby sim out there	8
<i>Kensei</i>	Beat 'em up	\$89.95		Not flash looking, but packs a punch	9
<i>KKND: Krossfire</i>	Strategic warfare	\$89.95		Fantastic Australian-made warfare strategy game	9
<i>Knockout Kings</i>	Boxing sim	\$79.95		The top boxing sim at the moment	8
<i>Kurushi</i>	Puzzle	\$69.95		An enthralling mental workout for PlayStation owners	8
<i>Legacy Of Kain: Soul Reaver</i>	3D adventure	\$89.95		<i>Tomb Raider</i> with vampires	9
<i>Madden NFL 99</i>	American football sim	\$89.95		American football game that appeals to all	8
<i>MediEvil</i>	Arcade adventure	\$69.95		Fun and very playable adventure romp	8
<i>MDK</i>	Third-person blaster	\$89.95		An intelligent, fun and ground-breaking blaster	8
<i>Mechwarrior 2</i>	3D combat strategy	\$89.95		Gripping blasting between lumbering robots	9
<i>Metal Gear Solid</i>	Sneak 'em up adventure	\$89.95		Simply the best game ever made	10
<i>Micro Machines 3</i>	Dinky racer	\$49.95		Cute and addictive mini racing action	9
<i>Monkey Hero</i>	RPG/Arcade adventure	\$89.95		Simple and satisfying adventure – a perfect introduction to RPGs for youngsters	8
<i>Mortal Kombat 3</i>	Beat 'em up	\$89.95		A fun old-style gory beat 'em up	8
<i>Motorhead</i>	Racing game	\$49.95		Underrated futuristic arcade racing game	9
<i>Music</i>	Music creation	\$79.95		Proving that music sounds better with you	9
<i>NBA Live 99</i>	Basketball sim	\$89.95		The best basketball game on the PlayStation	9
<i>Need For Speed: High Stakes</i>	Racing game	\$79.95		Race the cops on open roads in high performance sports cars	8





Title	Style	Price	Icons	Description	Score
NHL 99	Ice hockey sim	\$79.95	◆ ● 8	The best ice hockey game on the market	8
Oddworld: Abe's Exoddus	Platform adventure	\$69.95	◆ ● 2	More engaging and quirky platform adventuring	8
Oddworld: Abe's Oddysey	Platform adventure	\$49.95	◆ 1	Full of bright ideas and originality	9
Omega Boost	3D shooter	\$59.95	◆ 1	The best 3D shooter available on the PlayStation	8
PaRappa The Rapper	Rap 'em up	\$59.95	◆ 1	Great fun for adults and ankle-biters alike	9
Pocket Fighter	Dinky beat 'em up	\$89.95	◆ 2	A worthy 2D fighting game – honest!	8
Point Blank	Puzzle blaster	\$59.95	◆ 2	Highly addictive puzzle game with a gun	8
Porsche Challenge	Sports car racer	\$39.95	◆ 2	Realistic and compulsive racer at a cheap price	8
Rage Racer	Sports car racer	\$39.95	◆ ● 1	Fabulous arcade racer with slick visuals	9
Resident Evil	Scarey adventure	\$49.95	◆ 1	Chilling and gorey action with fiendish puzzles	9
Resident Evil 2	Scarey adventure	\$89.95	◆ 1	More horrific zombie-filled 3D adventuring	9
Ridge Racer	Sports car racer	\$39.95	◆ ● 1	The original PlayStation racer – it still rocks	9
Ridge Racer Type 4	Arcade racer	\$79.95	◆ ● 1	The finest arcade racing game money can buy	9
Rival Schools	Beat 'em up	\$89.95	◆ ● 8	Perfectly balanced fighter – great two-player mode	8
Rollcage	Futuristic racer	\$89.95	◆ 2	Fast and furious, it's Wipeout on wheels	9
R-Type Delta	Shoot 'em up	\$89.95	◆ ● 2	Retro blasting to make you weep with happiness	8
Shane Warne Cricket	Cricket sim	\$89.95	◆ 4	Joy as cricket comes to the PlayStation	8
Silent Hill	Horror adventure	\$89.95	◆ ● 1	Plenty of gory stuff packed into this disc – don't play this game alone	8
Soul Blade	Beat 'em up	\$39.95	◆ 2	Hack and slash 'em up fighting	8
Spyro The Dragon	Platformer	\$59.95	◆ ● 1	Cutesy 3D platformer with much charm	8

Rip Into Pieces!



link cable



mouse



steering wheel



gun



multitap



memory card



neg con



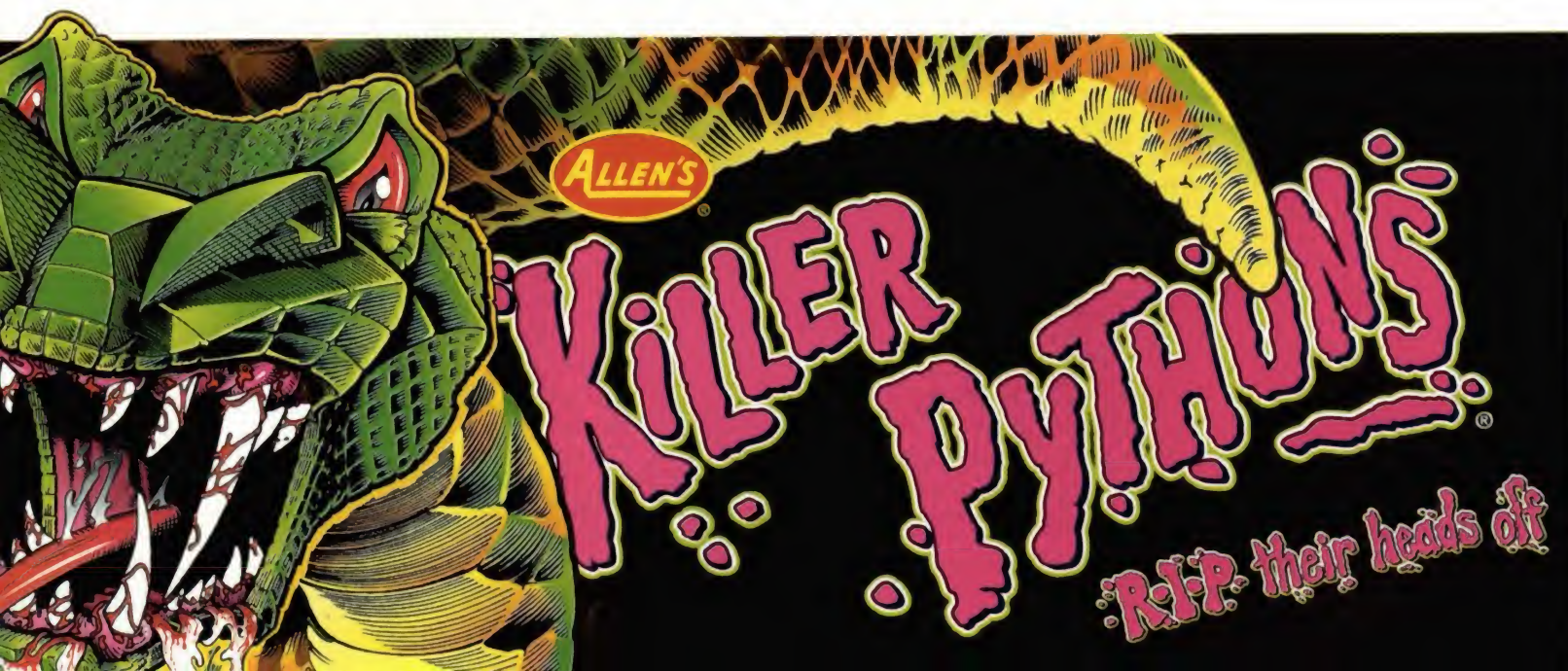
analog



no. of players

greymatter

Title	Style	Price	Icons	Description	Score
<i>Star Wars: The Phantom Menace</i>	3D adventure	\$79.95	1	Accurate and compelling simulation of an amazing movie	9
<i>Street Fighter Alpha 3</i>	Beat 'em up	\$89.95	2	The best of the <i>Street Fighter</i> bunch	9
<i>Street Skater</i>	Skating sim	\$79.95	2	An original, solid, unashamedly arcade effort	8
<i>Super Puzzle Fighter 2</i>	Puzzle	\$89.95	2	Hilariously mad Japanese puzzle antics	7
<i>Syndicate Wars</i>	Strategy action	\$49.95	4	Superbly atmospheric, dark and challenging action game	8
<i>Syphon Filter</i>	3D adventure	\$69.95	1	Multiple objectives keeps this espionage game interesting.	8
<i>Tekken 3</i>	Beat 'em up	\$69.95	2	...unless you count this one as well	10
<i>Time Crisis</i>	Lightgun adventure	\$39.95	1	The grooviest, bloodiest lightgun adventure	8
<i>TOCA: Touring Car Championship</i>	Motor racer	\$39.95	2	Amazingly realistic and detailed racing car sim	9
<i>Tomb Raider</i>	3D adventure	\$39.95	1	The original 3D adventure with Ms Croft	9
<i>Tomb Raider 3</i>	3D adventure	\$89.95	1	The perfect balance of action and exploration	9
<i>Twisted Metal 2</i>	Crash 'em up	\$39.95	2	Smash cars up across Europe for fun	9
<i>V-Rally</i>	Rally racer	\$49.95	2	Tricky and varied rally racing game	9
<i>V-Rally 2</i>	Rally racer	\$89.95	4	Unprecedented quality in a rally game – isn't that reason enough?	10
<i>Vigilante 8</i>	Driving combat	\$89.95	2	Funky car chases and blasting action	8
<i>Warzone 2100</i>	Real-time strategy	\$89.95	1	3D graphics and gameplay are unprecedented in this genre	9
<i>Wild Arms</i>	RPG	\$59.95	1	Slick and polished RPG for true fans	9
<i>Wipeout 2097</i>	Futuristic racer	\$39.95	1	Fantastic-sounding and cool-looking futuristic racer	9
<i>Worms</i>	Turn-based shoot 'em up	\$39.95	2	No fun alone, but a hilarious party game.	9
<i>X-Games Pro Boarder</i>	Snowboard racer	\$89.95	1	Easy and fun snowboarder although lacks a little depth	7



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Publisher: Sony

Style: Arcade tennis

Demo type: Playable demo

Anna Kournikova's Smash Court Tennis

It's that time of year again. Head down to the shops and grab yourself a punnet of strawberries, half-a-litre of cream and a bottle of bubbly. Namco's smash hit, *Smash Court Tennis*, is an all-time classic and it's no surprise that this souped-up version provides all the gameplay fun that we've come to expect from Namco-san. That and an endorsement from page three 'stunna' Ms Kournikova means they're on to a sure-fire winner.

Controls

- ▲ – Lob
- – Super shot
- – Strong shot (fast serve)
- ✕ – Weak shot (normal serve)
- R1 – Top spin

To serve press ✕ and just as the ball begins to loose height

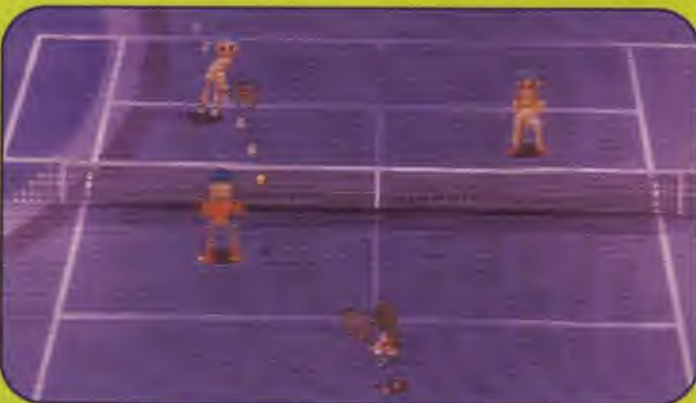
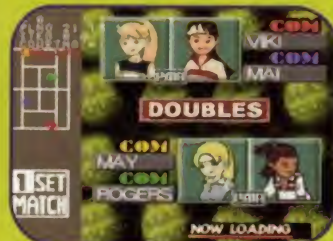
press ✕ again and you're away. Aces can be achieved using ● rather than ✕. Go closer to the net and you can volley with the best of 'em.

Additional features

It's in Multiplayer Mode that *Smash Court Tennis* is at its best. The full game enables you to play against four other people in a doubles match. You're offered a choice of 10 street courts, four pro courts (with different surfaces) and 24 initial characters, with more hidden ones to choose from.

Further Information

New balls please! You'll find a smashing score of 8/10 in PSM 23.



Step 1: Pop up the lid and place PSM's disc into your lucky PlayStation.



Step 2: Then it really is as simple as pressing Play on your machine. Go on, risk it.



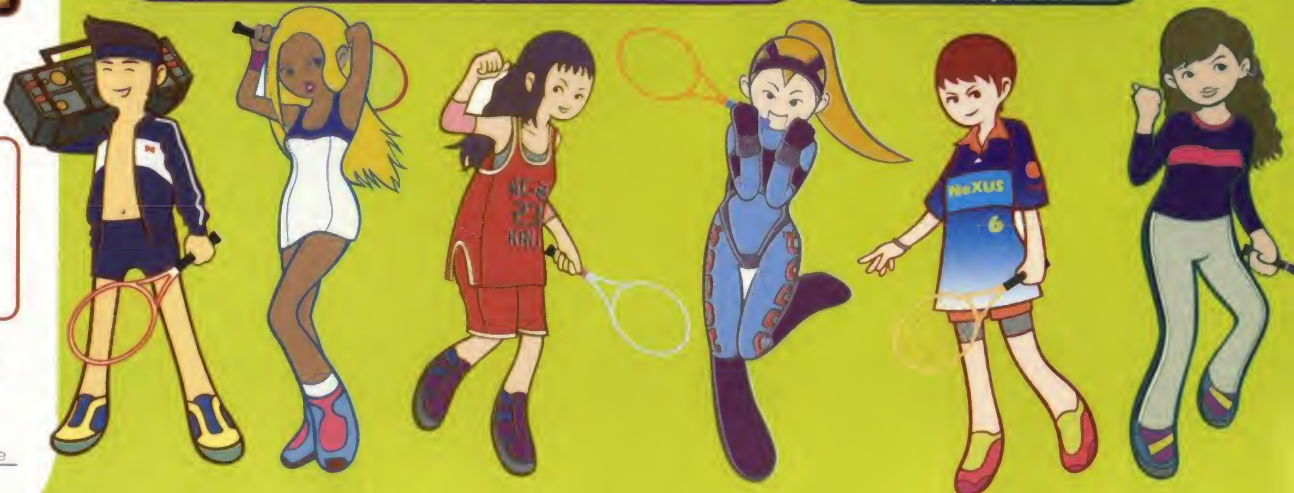
Step 3: Cue Sony, PlayStation and then Powerline logos. Finally the game name flashes on a blue background. Like this.



Step 4: Scroll left and right with the D-Pad to select other demos and then press Start to play.



Any problems, pop your disc in an envelope to this address and we'll send you a replacement.





Publisher: Sony

Style: RPG parody

Demo type: Yarnze - full game

Time Slip

You play the part of a snail who has been caught in a space/time distortion and cannot escape. He is thrown back in time every minute and this results in him leaving duplicates of himself everywhere. As every quantum physicist knows, bumping into another version of yourself is very bad news so it needs to be avoided.

The idea behind David Johnston and Mike Goatly's game is to collect coins to reach the level exit. You must use the floor pad-activated doors to progress. This is where it gets a little more complicated. To open the doors you must stand on the relevant activation panel, but this makes it impossible to go through the door. You need to wait at the door after having stood on the panel and wait for your former self to activate it.



Controls

- ✕ – Jump
- – Fire
- – Speed up time (useful if you are standing on a switch)

Snail Scanner

At the bottom of the screen is your snail scanner. This enables you to see what snails from past times are nearby. The line extending from the centre of the scanner points the direction the snail is in relation to you and the size of snail indicates how far away it is.

Publisher: Fox Interactive

Style: Platformer

Demo type: Playable demo

Croc 2

A year-and-a-half after the release of *Croc*, the gamboling green 'gator is back in search of his real parents. In this sequel, the cheerful chappie encounters four Gobbo tribes (plus a secret village), new enemies and adventures. In each tribe's village, Croc is faced with a number of puzzles and challenges. These range from having to find objects to construct a snowman, to the Inca level where you are challenged to an, um, ginger soda-fuelled burping competition. Croc must pick up rewards and defeat his enemies to continue his quest.

On the demo you will need to make your way around Croc's world, picking up crystals as you go, and find the key to release Gobbo from the cage where he is being held captive by the evil Dantini. The key can be found in a cave after you've negotiated some tricky territory. In order to break boxes open, simply jump while standing on them and then press jump again. Don't be fooled by the kiddie voices and graphics – *Croc* puts your manual dexterity to the test in either digital or analog mode.

Controls

- D-Pad – Direction
- ✕ – Jump
- – Tail swipe
- ▲ – Use binoculars
- R1 – Sidestep right
- L1 – Sidestep left
- R2/L2 – View contents of bag

Additional features

In the full game Croc has a whole host of new moves, including a boost triple jump, a power flip, Croc paddle (a kind of doggie paddle for use in shallow waters), plus the little fella's now able to swing on ropes and vines.

Further information

Get your teeth into the full story in *PSM 24*. *Croc 2* gets a bigger, better, prettier 8/10.



Publisher: Sony

Style: Mech shoot 'em up

Demo type: Playable demo

Omega Boost

Described as a "shoot 'em up with a modern twist", *Omega Boost* pushes the graphic boundaries of the PlayStation. Made by the Polyphony team responsible for *Gran Turismo*, the technical wizardry is obvious.

On the demo you'll see that the menu screen lists various options. Zone Play will enable you to experience a section of the full game. Select these using ↑ and ↓. Displayed in the bottom left-hand corner of the screen is the radar which will point you in the direction of any nasties that happen to be in the vicinity and in the bottom right is your energy bar. The Training Mode enables you to get to grips with controlling your robot throughout the spacious 3D environment. You can browse the design specifics of the robots in the Art Gallery and there is a Replay option. Analog compatible, naturally.

Controls

- L2 – Viper B
- L1 – Scan
- R2 – Back view
- R1 – Stop
- ▲ – Boost
- – Boost
- ✕ – Attack
- – Attack
- Select – Change view
- Start – Pause

D-Pad – Direction

Additional features

In the full game you will be required to attack and defeat numerous sub-bosses and bosses.

Further information

Fly on over to *PSM 24* for an 8/10 PlayTest.



Publisher: Inlogames

Style: Racing game

Demo type: Playable demo

Total Drivin'

Another driving classic. There are five classes of car involved, racing five terrains, in a quest for out-and-out speed, including Egyptian dunes in a buggy, Indy-style racing around the circuits of Japan and Russia, and raucous rallying action in the Scottish highlands. The demo features a rally stage, which you should find easier to pick up than the likes of *McRae* or *V-Rally*.

Controls

- D-Pad – Direction
- ↑ – Horn
- ↓ – Rear view
- ✕ – Speed
- – Hand brake
- – Brake
- R1 – Hard right

R2 – Hard left

Additional features

Over 40 cars, 36 tracks and six countries, plus death-defying obstacles to overcome including avalanches, lava and rock slides. It's lunacy.



Publisher: Sony

Style: Mini racer

Demo type: Video

Speed Freaks

Dubbed as *Mario Kart* for the PlayStation, *Speed Freaks* has a lot to live up to and judging by the lack of work happening in *PSM Towers* it certainly does just that. The influence is obvious – it's a kind of *Wacky Racers*, but faster! Bold, bright and a barrel of laughs and playable next issue!

It's a game requiring a surprising amount of cunning and Dick Dastardly-type tactics to succeed. As you would already know if you'd started reading the magazine from the front. Check out our PlayTest on page 82.



This is the complete guide to using your demo disc

Publisher: **Tale of Tales**
Style: **Fly 'em up**
Demo type: **Playable demo**

Aironauts

This seemingly sinister game is a cross between *Gladiators* and *Prisoner*, but without the melodrama. Inmates from futuristic prisons have been taken off peeling duty to provide entertainment in the form of an aerial war.

In the demo you are given a choice of four challenges to complete in under three minutes each. Select your player using **X** and use the **D-Pad** to scroll through the different prisoners. In the first of the sub-levels you will need to practise your flying skills by reaching 10 checkpoints. The second you have to complete all eight ring sequences, using thermals to help you along your way. In the third you will need to kill all 21 drones. However, this is slightly harder than it sounds because the drones are not stationary – so use your radar to keep a close eye on them. In the fourth you'll race against the guardian, but you'll need to be fast.



Controls

X – Start game/select player/use machine guns

■ – Thruster

● – Pull back

▲ – Launch missiles

D-Pad – Scroll through menu/direction



Additional features

The full game consists of 60 cloud-bound levels set in eight prison environments, as well as a training arena where you can brush up on your acrobatics.



Further information

If you're reading this you should already know. Just in case you've missed the review, turn back to page 94.

Publisher: **Sony**
Style: **Strategy**
Demo type: **Yaroze – full game**

Opera of Destruction

War is a simple premise really. Destroy your enemy's city while protecting your own from a similar fate. You begin the game at full strength – 100 per cent. In single player mode you battle until the end, but in two-player all is lost at 10 per cent. Your city is guarded by cannons that will protect it from the alien craft commanded by your enemy. You have a single fighter jet at your disposal which can drop bombs, and unlike your cannon it has unlimited ammo. When you're using your cannon, your fighter enters stasis and freezes – but it is still vulnerable. Scattered around the terrain are energy cubes that will replenish depleted ammo. There are 20 worlds to conquer.

Controls

Select – Pause game

L1 – Enter gun post 1

L2 – Enter gun post 2

● – Enter fighter jet

X – Fire

Fighter Mode

D-Pad – Direction

R1 – Rear view

R2 – Top view

▲ – Increase speed

● – Decrease speed

■ – Drop bomb

Cannon Mode

D-Pad – Move gun turret

Hold down **R1** and use the **D-Pad** to move the gun post. With the **Start** button, **L1** and **L2** pressed move the gun post up and down.

On-screen messages

PWR – the strength of your fighter

CITY – your city's strength

ENEMY – enemy city's strength

CUBES – number of energy cubes

Publisher: **Virgin Interactive**
Style: **Strategy**
Demo type: **Playable demo**

Command & Conquer: Red Alert

When Westwood came up with *Command & Conquer* there were a lot of happy console players out there. When they came up with *Red Alert*, for some the excitement got too much. The creation of what had merely been an add-on for the PC into a far more substantial game excited strategy fans everywhere. Value for money doesn't even begin to justify just how much you're getting for your cash with this beauty. There's an interesting and atmospheric storyline, mouse control, two-player link-up (possible with just one copy of the game), a Skirmish Mode and 40 levels to battle your way through.

Controls

D-Pad – **↑, ↓, ←, →**

▲ – Use menu

■ – Change icon

R2 – Change information

X – Highlight or move troops

Additional features

What you don't get to see is the wonderful one-player Skirmish Mode, two-player link-up option, most of the levels and the excellent intro sequence. It's heading for a Platinum release – expect a review in PSM soon.



Publisher: **Sony**
Style: **Cute platformer**
Demo type: **Video**

Kingsley

This rather charming platformer stars Kingsley the fox. His cheeky features make him a cute likable character. For the purposes of the game you are the orphaned Kingsley and must set out on a quest fighting for the good of all. The evil rodent wizard commonly known as Bad Custard is plotting against the Queen of the Fruit. He has stolen her magic book and started casting heinous spells that are turning the kingdom's True Knights into Dark Knights. Our foxy little hero has taken it upon himself to save the otherwise doomed Fruit Kingdom. *Kingsley* – more fruity fun than your average green grocer and not a plot to be scoffed at, we're sure you'll agree.



Publisher: **Codemasters**
Style: **Boxing sim**
Demo type: **Video**

Prince Naseem

If there was a challenge to see just how much you could cram into a game, *Prince Naseem Boxing* would be up on top of the scoreboard with the best of them. There are three sections to the game: Showcase (full championship boxing), Versus (arcade-style boxing) and World Career – a novel idea that gives you the chance to see if you have what it takes to become the next Don King. In the Showcase and Versus game you're given the choice of 16 boxers to play as. However, in the World Career mode you can choose from a massive 90 boxers.

If you're after multiplayer action, there's plenty of it. You and seven friends can compete in a round robin tournament. Don't feel fighting fit? Train in Naseem's personal gym to perfect the numerous different shots available.



FAQ

Something been niggling at you? It's probably time you called the pest control then. These are the questions that you lot have been pestering us with...

Q: Will we be playing the glorious looking *Final Fantasy VIII* before Christmas?

A: It's on track for a November release.

Q: Why do we have to wait months for an NTSC to PAL conversion for some games, when other games like *Tomb Raider 3* are released in both Japan and Australia at the same time?

A: Release dates are affected by many factors, but Sony is keen to have as many simultaneous releases as possible. *Ape Escape* was simultaneous, and *Gran Turismo 2* will be too. Obviously it takes time to translate games from Japanese into English as well as optimise them for the different television format. But remember we do get many games first, such as those produced in the UK.

Q: Why are PlayStation discs black, not silver or gold?

A: It is to help consumers make sure they are getting a legitimate product. If you are ever sold a game that you believe is an illegal pirated version, please contact Sony.

Q: Could you please tell me the release date for the new *Star Wars* games?

A: Both *The Phantom Menace* and *Episode One: Racer* are now due in September.

Q: Do you review finished games? Why the delay between the review and release date for games like *Driver*, *Soul Reaver* and *The Phantom Menace*?

A: In most cases we review completely finished games, but sometimes if a deadline is fast approaching, we will review a game that is almost complete, provided we are satisfied it is going to be identical to the finished version on shop shelves. We try to ensure games are reviewed for the month's magazine in which the game is released, but sometimes, for example, *The Phantom Menace* and *Soul Reaver*, last minute bugs are found and delays occur after we have gone to press.



PSM is a bit worried about your blood pressure levels after sifting through this month's mailbag. Perhaps we should rename this section "PlayStation Doctor"... Write to: Feedback, *Official PlayStation Magazine*, GPO Box 4089, Sydney NSW 1028.



The Need for Speed

If you wish to spend large chunks of your time playing *Gran Turismo*, *TOCA 2* and *Need For Speed: High Stakes* as I do, then you must have somewhere comfortable to park yourself.

This is my comfortable parking spot. It includes a Dual Force Wheel and PlayStation recessed into the tilt-up hood; a 100-watt, three-way speaker system with high- and mid-range level controls; a head-phone jack; 375 blocks of memory; a small fan in the foot-well above the pedals to keep both pilot

and console cool in the summer months; plus a compartment under the seat housing two hot water bottles to keep the chills at bay when things turn cold.

I have clocked up around 125 hours in the cockpit so far and still rush home for more each day.

Brad Watts, NSW



Congratulations, you are a true freak.

The Greatest Show on Earth

I've bought your mag a few times but when I picked up the latest issue, I was very

impressed. I must say it's a huge improvement over the older issues (believe me, I am a heavy critic of quality and your mag is just about uncriticisable!). You've done a great job of giving the magazine a modern look and a techy flavour, which in my opinion is superb!

Anyhow, let me be the first to congratulate you on your coverage of E3. It was really astounding – colour pictures, live photos. You really gave an awesome impression of the atmosphere at E3 (other mags give a pic or two and you never get the feel of this absolute pant-wetting event). Judging by your pics the place looks like a gamer's dream world! I can only imagine how many pics you couldn't fit in.

That aside, could you please answer these questions?

Do you guys and gals feel blessed that you can attend this moment in time, which is E3? (People would kill to be there!)

With the release of *Wipeout 3* – will there be merchandise available in Australia, such as shirts and the nice team logo on them?

In *PSM 23* you said EA is opening a studio in Queensland. Do you think this will be the new trend and the new way for gaming? If so, it would appeal to more people because the industry will begin to reflect the way it is in Japan.

PS. Once again, thanks for the comprehensive coverage of E3.

Kris, WA

SHOUT

What's the deal?

Censorship and the Office of Film and Literature Classification (OFLC) system works a bit like this:

1. Adults should be able to see, read and hear what they wish.
2. Children must be adequately protected from material likely to harm or disturb them.
3. People should be protected from unsolicited material that they may find offensive.

Now here's my problem. The system seems to be flawed when it comes to videogames. The classification of videogames is inconsistent when compared to other mediums, and because people assume that only children play videogames, they make the ratings higher to protect those of a younger age from material that is unsuitable.

The fact that the blockbuster movie *Saving Private Ryan* is rated MA15+ and that a game like *Forsaken* on PlayStation is rated the same is proof of this. What's going on? There isn't enough violence in *Forsaken* to scare Chuckie from *Rugrats*, yet the fact remains that they have exactly the same rating. A 14-year-old can't even buy *Forsaken* because they would be breaking the law for being under age, although they would probably be able to get into *Saving Private Ryan* at the movies.

The point I'm trying to make is that maybe all the different classification systems should join together and at least be consistent and coincide with one another.

Roger Lintzeris, Vic

You make a strong point, Roger. As one body reviewing content across many media like games, films and printed material, the OFLC should be consistent, but it is clearly not. We suspect games get a harsher treatment because it is believed that their interactivity makes a stronger impact than more passive media. That said, we fully support all means to keep violent images away from all children.





ask nino

Mmm, that rare hybrid of brains and brawn... Well, if you consider a grey box a brain, that is.

Q: *Mission: Impossible* was supposedly set for release in July. Upon reading the Coming Soon section in *PSM* 23, I sadly found out that the release date has been postponed until September. Do you know the reason for this?

I've been playing my *PSM* 23 demo disc for ages and I still can't get over the music in the *Actua Ice Hockey 2* demo – it's annoying and repetitive. I wondered whether the music was just there to cover up any unfinished sound tweaks.

From your information so far, would *Tomorrow Never Dies* be worth a purchase? Finally, which game would you recommend to purchase out of *Gran Turismo 2*, *V-Rally 2* and *Ridge Racer Type 4*?

John Wilson, SA

A: Game release dates should be taken as a guide only. You'd rather the game was good than rushed out, right? *Tomorrow Never Dies* is looking excellent and will be out soon. We should have a preview next issue. All three racers you mention are fab, it depends on whether you want rally action, arcade thrills or the ultimate driving simulator.

Q: I'm having trouble with the *City of Lost Children* and was wondering if you could help me?

Sam Doherty, Vic

A: It's a big game! Call the Powerline on 1902 262 662.



Thanks for your enthusiastic comments, Kris. We do have warm fuzzy feelings whenever we think of how lucky we are. We're also currently badgering Sony to give us some funky *Wipeout* gear to give away. It's doubtful whether you'll be able to buy any merchandise, so lookout for a competition in *PSM*. As last month's Australian developer feature said, the Aussie development scene is coming along in leaps and bounds, and we look forward to playing loads more high-quality, innovative home-made titles.

Money Can't Buy Me Love

Hi, I would like to comment on two things.

Firstly, I think people shouldn't complain about how much games cost. Don't get me wrong, I hate spending heaps on games; I usually wait till games go Platinum (I only just got *Gran Turismo* and God knows how long it has been out for). But on the odd occasion that I do buy a full-priced (or Platinum) game, it's worth every cent.

Secondly, if I read one more letter saying such and such is a girl's game, PlayStation is a guy thing or game developers only market to guys, I'm going to be sick! So what if some

developer decided to make the main character female with large breasts? It's not like she takes her gear off (thank God). Anyway, I don't see how a guy getting questioned at the police station in the *Gran Turismo* ad or a guy getting rushed to hospital in the *Metal Gear Solid* ad is only being marketed to men. Who cares the sex that game is trying to be sold to? If it's a game that you would like, buy it.

Anyhow, love your mag – well worth the subscription (and thanks for the bag).

Sharon Clarson, Qld

Retro Rage

I love the mag. Bollocks to all those who don't like the new format. I reckon it's great – definitely an improvement.

I'm writing to you because I have a real problem with game developers



trying to make a quick buck by re-introducing old, crapy games that were a hit when they came out donkey's years ago. Games like *Asteroids* and *Frogger* spring to mind. There is only



so much you can do to improve old games such as these. And it's been done – many times. Remember the old Amiga games *Stardust* and *Super Stardust*? Both attempts at improving a tired old game. They did reasonably well but to do such a thing on a machine with as much potential as the mighty grey box is surely a sin?

Of course there are improvements and new ideas in the new versions of these games. That, however, does not change the fact that they are still old games that lost their appeal years ago! So wake-up you cheapskate prats and use your imaginations! Stop trying to rip us PlayStation owners off and do something of your own.

M. Westwood, NSW

I am writing to you as a result of the lack of commitment of game companies that are too lazy to get off their backsides and think of good games.

I read in *PSM* 24 that they are bringing out Atari games on the PlayStation. Why would anyone want to play

8-bit games on a 32-bit console? And when I saw the E3 special report in the same issue saying that *Tetris* was coming out, I knew that developers had given up on making great games.

Of course there's the people who made *Metal Gear*, *Omikron* and *Rainbow Six*; those developers are the ones that are the heroes and I give them a big pat on the back.

Also, you seem to have a lot of letters about people writing about how girls don't play action games and so on. I for one know that girls do play action games because my sister does and she kicks my butt on *Tekken 3*.

Mohamed B, via e-mail

RPG – Really Pleased Gamer

Hi guys, Your mag kicks butt! I'm just writing to say that *Final Fantasy VII* was the best game I ever played in my life. Sometimes it made me laugh; sometimes it made me cry. And now we have *Final Fantasy VIII*. There is a God! I can't wait for it to hit our shores, so I've come up with the idea to learn Japanese. That way I can play it before it comes out!

Krystle, Vic

Good luck. But somehow we think the game will be out before you've mastered the tongue.

WHAT IF?

What if you could become a world champion cyclist playing PlayStation?

You love cycling, but always lose at race events, so grab a PlayStation cycling game, a set of bike rollers and your 12-speed racer and you're ready for action. Pop the bike on the rollers which are connected to the PlayStation, select a velodrome to race in, then choose a computer cyclist or a mate who is very unfit, and cycle your butt off to become World Champion. The game could be called *World Championship Cycling*.

The only downside to playing this game is that you might actually get fit.

From a devoted reader of the ultimate PlayStation mag.

Adam Joy, address not supplied





Conspiracy Theory

I've just finished reading the review of *AFL '99* by Jason Hill. Jason feels that *AFL '99* could have been better. I don't doubt that he is right, but I'm sure this is the first in a possible series of Aussie Rules games. Did EA ever intend for it to be better? Technology is fed to the public in controlled doses, a stagnate market does not sit well with the electronics industry. I'm sure the same applies to the entertainment software industry.

When Sony and the software houses got together, it wasn't the Shroud of Turin they were mulling over. They knew exactly what was in that grey box. They've only been telling us from day one not to underestimate the power of PlayStation. I accept that programmers learn to get more and more from the hardware but in the interest of the machine's longevity, wouldn't making a killer game with killer graphics perhaps kill off future development and sales?

I can't wait to play the game that best represents EA's appreciation of the

blame videogames when someone's violent; blame the real world because that's the cause. Unless they're obsessed with violence in games, lock 'em up before it's too late.

I'd also like to say you did a great job of covering the PlayStation 2 but which one will it look like?

Jeremy Passmore, WA

We mocked up our own designs for the PlayStation 2 feature. The real machine should be unveiled at next month's Tokyo Games Show.

Driver Fatigue

All right, I've done it. It might have taken me since Monday, and it's late Friday night now, but *Driver* has now been clocked. The last stage, 'The Presidents Run', is so hard I was on it for two days, but skill finally prevailed. I blew those coppers off the road! After you've completed that stage, playing the game again is a cinch. It feels like you are driving to the 24-hour servo for a snack run.

This game has renewed my interest in the PlayStation. I've sat by and watched Foxtel for months while my mate played nearly every game available without interest, but this one hooked me line and sinker.

I better get back to uni and do a multimedia/graphic design and programming course so I can make *Driver 2* and 3.

Australian PlayStation market. I'm hoping the game will further promote the code worldwide. Thanks for your time and space.

Craig Donaldson, Qld

Violence Crusader

Firstly, I'd like to congratulate you on a top magazine.

Secondly, thanks to the demos and reviews; buying games is a lot easier for me now.

Now to the point of my letter, why do people always blame videogames when someone goes berserk with a gun? With the latest school massacre in America, for example, they automatically pointed the finger at videogames and movies. The real world is probably what influenced the murder because everyday there's either a murder or kidnapping, which is then broadcast on television that depresses people and makes them want to do something violent.

I don't think it's fair to

Good luck trying to do 'The Presidents Run'.

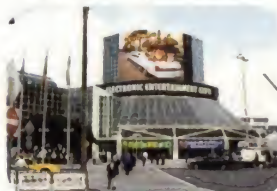
Mr Skye, via e-mail

Metal Gear Guru

I'm just writing to let you know that there is a use for the eighth slot in the codec system (*PSM 23*). Close to the end of the game when they reveal that Dr Naomi is really someone else, she contacts you secretly on another frequency. You can't contact her after that because she is caught, so it isn't really useful.

You've got a mad magazine by the way - keep up the good work! One question: Is there any chance that shows like *E3* might come to Australia one day?

Abraham Achkar, via e-mail



Thanks Father Abraham. Unfortunately there will never be a trade show as big as E3 here in Australia, but we're sure there's a big enough audience for an electronics entertainment show to open to the public, like the enormous Tokyo Games Show.



ask nino

Q: I've got serious problems with my PlayStation.

I bought it not long after it was released in Australia and have played it for a good 25-30 hours a week since. But for around a month now I've started experiencing problems like games not loading or taking longer and intros skipping or freezing.

I'd really appreciate any advice you could give me.

Dale Wilson, VIC

A: Houston, you have a problem. Call the Sony Consumer Support line on 1902 262 662 for advice.

Q: Why don't basketball games include Michael Jordan? When *NBA Fastbreak '98* was released, Mike was still around. Why have they excluded him from basketball games?

Peed off fan, address not supplied

A: We suspect it has something to do with paying him billions.

Q: Is there going to be a *Colin McRae Rally 2* and is *PSM* still going to be around when PlayStation 2 comes out?

Shawn Kairuz, via e-mail

A: Codemasters is indeed at work on *McRae 2*, although they are keeping tight-lipped on any details. And we're certainly not going anywhere, Shawn.

Q: In what issue of your magazine will you have a review and demo of *Nascar 2000*?

Michael Dimitriadis, via e-mail

A: The game should be reviewed and released before Christmas. It's not yet known whether EA will produce a demo, but be assured if they do, you'll find it on an Official PlayStation Magazine demo disc.



Got a problem with the people who make PlayStation games, or the people who make PlayStation magazines, or the people who make PlayStations? Or just got a problem with people? Let rip and we might send you a game to help you on your way!

Yeah, I've got a problem with the people who stand next to me while choosing a game at the local gaming store and quietly let out a fart, then walk off leaving me with the stench. I move away but the smell lingers around me. By this time the culprit has left the store. I was embarrassed, smelly and it didn't belong to me. So, to those people, if you read this mag (you'd be mad not to), I'll be ready next time.

Raw Stench (K. Richardson), address not supplied



And the winners are...

PSM has produced 12 more big grins this month. The winners of the Namco Goodies prize pack, our hugely popular "Get Shirty" design competition and the big one – our "Win The Lot" giveaway – are all announced here. Read on to see if you got lucky...

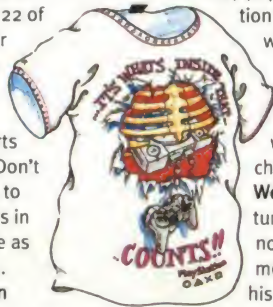
Our first winner this month is S. Montgomery of NSW. We're not sure what the 'S' stands for, so we'll just call them 'Monty'... Monty has picked up a real rare treat, the Namco goodies! The prize pack consists of a Namco hacky sack, a paddle and bat, and the perennial favourite, a whoopee cushion. These obscure (but highly demanded) items can't be found anywhere. Monty reckons that Pac-Man would make a great advertising 'before' shot for Advanced Hair Studios. Yeah, yeah.

Ten readers have each picked up a T-shirt from the selection seen on page 22 of PSM 23. We try our hardest to get you items that are normally hard to get, and these shirts are no exception. Don't even bother trying to find these hotcakes in the shops – they're as rare as hen's teeth.

Cherece Bowden



Tifa It-Iat a hand to hand
emerald weapon a-kicking
devil summoning
Girl power goddess.



(Qld), Kate Rompa (Tas), Matt Benham (NSW), Sasha Liu (NSW), Adam Luc (NSW), Scotty Harrod (NSW), DJ Chris Rozenfeld (Vic), Daniel McCoy (Vic), Joanna Broughton (Qld) and Logan French (Vic) are the lucky ladies and lads that now have something to wear on Saturday night.

PSM was very impressed with all the entries that came in. Some of the reasons why these guys came out on top can be seen to the right and below.

Thousands of entries came in for our "Win The Lot" 50 games giveaway. A very popular competition this one, but we had to finally dip our hands into the barrel to pull out a winner. Three cheers to Zheng Wei (NSW), pictured, who can now boast 50 more games to his collection.



Zheng only had three games, so by our reckoning, PSM has increased Zheng's collection by around 1770 per cent! That's a huge increase in anyone's books.

Zheng was over the moon when we contacted him and even popped in to meet the PSM team and pose for a few pictures. After letting us snap away at him with his winnings, Zheng dashed off rather quickly, to play his new games no

doubt. We bet he even looks happier than he does in this picture, even after having to cope with gaming thumb and bleary eyes after his multiple-hour sessions. Zheng listed *Metal Gear Solid*, *Gran Turismo* and *Tekken 3* as his favourite games. He even has great taste. Just as well...



Australias Largest

Cheats

Hotline !

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USA (NTSC) Titles

PlayStation

- 001 Ace Combat 2
- 002 Actua Soccer 2
- 003 Actua Soccer 3
- 004 Adidas Power Soccer
- 005 Advan racing
- 006 Alien Trilogy
- 007 Alone in the Dark 2
- 008 Andrei Bacing
- 009 Anamniacs: Ten Pin 2
- 010 Apocalypse
- 011 Armoured Core
- 012 Armoured Core 2
- 013 Ayrton Senna Kart Duel
- 014 Assault Rigs
- 015 Assault: Retribution
- 016 Asteroids
- 017 Auto Destruct
- 018 Azure Dreams
- 019 B Movie
- 020 Battle Arena Tosh 3
- 021 Battle Arena Tosh 2
- 022 Beast Wars: Transform
- 023 Bio Freaks
- 024 Blast Chamber
- 025 Blast Radius
- 026 Blast
- 027 Blood Omen
- 028 Bloody Roar
- 029 Bomberman world
- 030 Brain Dead 13
- 031 Brigadine
- 032 Bubsy 3D
- 033 Bushido Blade 2
- 034 Bust-a-Groove
- 035 Bust-a-Move 4
- 036 C: Contra Adventure
- 037 Capcom Gen. 1
- 038 Capcom Gen. 2
- 039 Cardinal Sin
- 040 Cart World Series
- 041 Circuit Breakers
- 042 Code Name: Tenka
- 043 Colin McRae rally
- 044 Colonisation
- 045 Colony Wars
- 046 Colony Wars: Veng.
- 047 Command & Conquer: Retal
- 048 Command & Conquer: Red
- 049 Contra: Legacy of War
- 050 Cool Boarders 2
- 051 Cool Boarders 3
- 052 Courier Crisis
- 053 Crash Bandicoot 1
- 054 Crash Bandicoot 2
- 055 Crash Bandicoot 3
- 056 Crime Killer
- 057 Croc: Legend
- 058 Crusader: No Remorse
- 059 Cyberstied
- 060 Dark Forces
- 061 Dead or Alive
- 062 Death Trap Dungeon
- 063 Decent
- 064 Delcon 3
- 065 Destruction derby 2
- 066 Diablo
- 067 Die Hard Trilogy
- 068 Dragon Seeds
- 069 Duke Nukem: Time to Kill
- 070 Duke Nukem: Meltdown
- 071 Dynamite Boxing
- 072 Elemental Earlshot
- 073 ESPN Extreme Games
- 074 Everybodys Golf
- 075 FIFA 98
- 076 FIFA 99
- 077 Fighting Force
- 078 Fighting Illusion: K1-Rev
- 079 Final Doom
- 080 Final Fantasy 7
- 081 Formula 1 97
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- 083 Formula Karts
- 084 Forsaken
- 085 Frenzy
- 086 Future Cop L.A.P.D.
- 087 G Barius
- 088 G Police
- 089 Gex: Enter the Gecko
- 090 Ghost in the Shell
- 091 Gran Turismo
- 092 Grand Theft Auto
- 093 Grand Tour Racing 98

- 094 Guilty Gear
- 095 Heart Of Darkness
- 096 Hot Shots Golf
- 097 I.S. Soccer Pro 98
- 098 Independence Day
- 099 Indy 500
- 100 J. McGrath Super X 98
- 101 Jet Moto 2
- 102 Judge Dredd
- 103 K-1 Arena Fighters
- 104 Kagere Deception 2
- 105 Klona
- 106 KnockOut Kings
- 107 Krazy Ivan
- 108 Kula World
- 109 Libro Grande
- 110 M.K. 4
- 111 M.K. Mythologies
- 112 M.K. Trilogy
- 113 Madden NFL 99
- 114 Madden NFL 98
- 115 Mass Destruction
- 116 Max Force
- 117 MDK
- 118 Medevil
- 119 Megaman Legends
- 120 Marvel S Hero's Vs St. Fight
- 121 Metal Gear Solid
- 122 Metal Slug
- 123 Micro Machines V3
- 124 Monster Trucks
- 125 Moto Racer
- 126 Moto Racer 2
- 127 Motorhead
- 128 MTB Dirt Cross
- 129 N2O - Nitrous oxide
- 130 Nascar 98
- 131 Nascar 99
- 132 NBA Live 98
- 133 NBA Live 99
- 134 NBA Shoot Out 98
- 135 Need for Speed 2
- 136 Need for Speed 3
- 137 NFL Blitz
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- 139 NHL 98
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- 183 Soul Blade
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- 185 Spice World

- 186 Spyro the Dragon
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NEW GAMES

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- 325 Rollcage
- 326 Rampage 2: Universal Tour
- 327 Contender
- 328 Gex 3: Deep Cover
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- 330 Army Men 3D
- 332 Chocobo Racing
- 332 Dead in the Water
- 333 Fishermans Rait: A Bass Challenge
- 334 Syphon Filter
- 335 Rugrats: Search for Roptar
- 336 Bloody Roar 2
- 337 Silent Hill
- 338 Eliminator
- 339 Street Sk8ter
- 340 Legend
- 341 Destrega
- 342 Akujit the Heartless
- 343 Military Madness

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Think you can do better than the professionals? Then send your ideas for PlayStation games to us. We'll print the best and send a real PlayStation game to the winner. Send your entries (which must have a front cover design) to: It Should Be A Game, PSM, GPO Box 4089, Sydney NSW 1028.

THE NAME OF THE GAME

The name of the game is *Pig Chase* and the names of its creators are Tristan and Amy Mether. They are residents of Victoria.



THE AIM OF THE GAME

Risk your life and try to escape from the clever wielding butchers who are out to make a succulent meal out of you. The knife cuts both ways too. If you hate being massacred, you can be the butcher instead and slaughter the innocent swine yourself! This game has a healthy serving of bacon and sausages.

HOW TO PLAY

Pig Chase features both a one- and two-player mode. Pigs can escape via Hog Holes or find Devious Disguises which are hidden throughout the game. The butcher is equipped with Nasty Nets, Killer Knives or his trustworthy Clever Cleaver. All this porky mayhem takes place in forests, villages or mountainous terrain.

THE PSM VERDICT

PSM wonders whether this is a parody on *Need For Speed: High Stakes* where you're on the run from the police. So you chase the pigs instead of them chasing you; not much difference at all! Well done for sticking with a winning formula. The Methers have won this month's game.



8

What we have here is *Official Australian PlayStation Magazine*, the game. Steven Thomas of Queensland was such a kind soul that he dedicated his entry to the one and only PSM team.

You are Rob Pegley, the editor of the world's greatest PlayStation magazine (*well put, Steven! - Ed*) and you must do what it takes to get the magazine out on time and keep it as brilliant as ever.

Along with the everyday challenges of producing a magazine, you must change the style of the mag every month. If you fail to do so, you lose money. If you keep blowing your budget, and the mag isn't selling then BEWARE. Your next punishment will see you in the unemployment queue!

PSM can't help but like this one for obvious reasons, but are our lives seen as one big game? Nice idea, but you lose a couple of points for committing blasphemy - you cut up your magazine! What were you thinking? Well, we're thankful we're not stuck on your dartboard...



7

V8 Supercars - Australian Touring Car Championship was sent to us by Mitchell Abrahall of NSW.

V8 Supercars is a real-life simulation of the Australian Touring Car Championship. Your job is to jump in the cockpit of one of these V8 monsters and fly around the race tracks of Australia. Try and win the championship over the entire season from the other drivers. Drive fast but precisely.

You're an up and coming V8 race car driver trying to get on a big-budget factory race team and, of course, win the overall championship. What's the best way to do this? Win races, and plenty of them!

With stacks of good race car games already on the market, PSM reckons any newcomer to the genre will have to pull something fancy to make an impact. Luckily, *V8 Supercars* has plenty of local flavour, so it wouldn't do too badly at all. Hardly original, though.



7

Bonnie Wegener of SA sent us *Jeff the Magical Cat*. Fortunately, Bonnie didn't send PSM her real cat in the mail, just her game idea.

You are Jeff the Magical Cat who has been captured by the evil Phillips family. Basically, you must assassinate the Phillips family using your magical wand named Barry, so you can free yourself and the rest of the town. Oh yeah, the rest of the town has been captured, too...

This game involves unlocking doors and paths in order to find the Phillips family so you can kill them. *Jeff the Magical Cat* might at first look like a nice game, but there is definitely an evil look in Jeff's eyes. There's a pretty ruthless plot, and there's always been something about cats that you can't trust.

The game really depends on how many members of the Phillips family there are and if they're any good at 'hide and seek'. With few characters it could be a short-lived pathetic game; with many it could be an involving worthwhile challenge, especially with cool magic effects.



6

It's called *World Domination*, which pretty much says it all. An idea from Hayley Portor's brains who hails from Victoria.

Hayley has the idea of killing the leaders of all the countries in the world one by one. Eventually, you'll be able to take over the world. Quite a sinister plot, but not terribly original. Wasn't there a little game called *Global Domination* released a few months ago?

Choose one of 50 warriors and which country you'd like to invade and take control of. Get in there, find the head honcho and do your stuff to get rid of them. After one country has successfully been invaded, you choose another and so on. *World Domination* is part strategy, part beat 'em up.

PSM can't see little Prime Ministers putting up much of a fight, let alone throwing a punch, so therefore we don't think *World Domination* would be very challenging. Does PSM support ridding the world of some of its national leaders? Our mouths are taped shut.



5

IT SHOULD BE A GAME

penne dennison

She presented *Kidzone* and *Pop-Up Video*, and is now Saturday prime time TV material. She's a singer, songwriter, actress, presenter, qualified journalist, and is named after a popular style of pasta. She could also whip you at *Cool Boarders 2*. Introducing Penne Dennison...

Official PlayStation Magazine: Hey Hey Penne, how are ya going?

Penne Dennison: Just fine thanks.

PSM: How are you enjoying the new stint on prime time Saturday night TV?

PD: I'm absolutely loving it.

PSM: So, Daryl Somers vs Ugly Phil – who's the best to work with?

PD: That's a tough one, they're very different people and I adore them both. I'd have to say Daryl's 30-odd years in the TV business is very reassuring and I've learnt so much from him.

PSM: Some people may not be aware but you're a multi-talented person – presenter, actress, songwriter/musician. Which career do you see yourself pursuing in the future?

PD: At this stage I'll stick to presenting and doing some theatre or film in my spare time. I love to sing and write music, but that's more of a hobby right now.

PSM: More importantly, word is you're a bit of a PlayStation fan. Is this true?

PD: I sure am!

PSM: How did you get into PlayStation? Have you always been a games fan?

PD: I've always been a games fan, right from the old *Space Invaders* days. I really got into PlayStation while I was doing *Ground Zero* and I've never looked back.

PSM: What was the first PlayStation game you played?

PD: *Crash Bandicoot*.

PSM: And how often do you get the time to play on it with your hectic lifestyle?

PD: About every second day... There are some things you just have to make time for.

PSM: What are your favourite PlayStation games?

PD: *Cool Boarders 2*, *Crash Bandicoot 2*, *PaRappa The Rapper* and *Final Fantasy VII*.

PSM: Do you do any of the following when playing: a) poke your tongue out in concentration, b) throw your joypad down in a temper, or c) waggle the joypad wildly while playing?

PD: I'm afraid to say I'm a tongue poker.

PSM: If you had to take on the PSM team at a game what would you fancy your chances on?

PD: *Cool Boarders 2*. I'm an absolute maniac on the slopes and I'm proud to say that I often beat my brother who is an awesome snowboarder.

PSM: Is there a PlayStation game that you'd like designed especially for you?

PD: Oh yeah – one based around a casting session for an actor would be good.

The whole audition process can be mad and

the inventors would have a field day playing around with different characters and their roles.

PSM: We also hear you have a Masters Degree in Journalism (unlike any of us unqualified hacks on the magazine – Ed). Any chance of reviewing the odd PlayStation game for us?

PD: Absolutely. I would love to. When can I start?

PSM: As a past presenter of *Pop-Up Video* and *Ground Zero* what current CDs would you put on in the background whilst playing PlayStation?

PD: Well, with a game like *Cool Boarders 2* I'd go for anything by Jamiroquai, Regurgitator, Green Day or Spiderbait. While for *PaRappa* and *Crash* I'd go for the new albums from Mase, 2Pac and TLC.

PSM: And how would Penne and the Drumbeats [Penne's college band] rank alongside them?

PD: Oh no, absolutely tragically – not one ounce of coolness at all.

PSM: We hear there is a man in your life, although word is he's got long black hair, four legs and a sausage-like body. Who is the mystery guy?

PD: He's my dog Weber and he's sitting with me right now licking my toes!

Seriously he's the most amazing animal and he's a pound puppy too, which makes him even more special.


PSM: What does the millennium hold for Penne Dennison? And what games does it hold for your PlayStation?

PD: As far as work goes, hopefully more *Hey Hey*, maybe a film and some radio as well. The games on top of my list include *Cool Boarders 3*, *Um Jammer Lammy* and the *South Park* games.

PSM: Finally, is penne your favourite pasta? Or do you prefer tagliatelle or even linguini?

PD: Penne is definitely my favourite.

PSM: Thanks for talking to us, Penne!

PD: I've had a ball, thanks! 



SPEED FREAKS

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FEATURES

- Meet the creators! We interview the men behind Gran Turismo 2, Dino Crisis, F1 '99 and MGS VR Missions.
- World Rally Champ Ari Vatanen PlayTests V-Rally 2.
- The 100 Best Games Characters Ever!
- The Readers Top 50 Games - As voted by you!
- Wipeout 3 - Why it's the future of PlayStation.

F1 '99



- The Best Music Games.
- Sit on it! The latest in home comfort for PSX owners!
- Gex and A Bug's Life solved!
- And Penne Dennison tells PSM about her favourite PlayStation games.

TONY HAWK



PREPLAY

- Destrega
- Tony Hawk's Pro Skater
- WWF Attitude
- ...and more!

PLAYTEST

- Aironauts
 - Capcom Generations
 - Chessmaster
 - Chocobo Racing
 - Colin McRae Rally (Platinum)
 - Heart of Darkness (Platinum)
 - Kurushi Final
 - Plane Crazy
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 - Speed Freaks
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G-Con45

www.playstation.com.au

reader survey



Tell us exactly what you think of *Official Australian PlayStation Magazine* and you could be one of 75 readers to win a triple whammy prize pack consisting of a video, music CD and PlayStation game (see overleaf).

Just fill in this easy questionnaire and post it to *PSM Survey*, PO Box 4089, Sydney NSW 1028, to arrive no later than August 24, 1999.

Q1. Where did you obtain this issue of PSM?

- Bought at a newsagent ☐
- Bought at a convenience store ☐
- Bought at a department store ☐
- Bought at a video games/electronics outlet ☐
- I'm a subscriber ☐
- Pinched someone else's copy ☐

Q2. How much time do you generally spend reading PSM?

- Up to an hour ☐
- 1-2 hours ☐
- 2-3 hours ☐
- 3-4 hours ☐
- 4-5 hours ☐
- 6-7 hours ☐
- 8+ hours ☐

Q3. When you have finished reading PSM, do you:

- Chuck it ☐
- Sometimes keep it ☐
- Collect and treasure every issue ☐
- Pass it on to your friends ☐

Q4. What do you find the most interesting and entertaining in PSM?

PLEASE TICK FAVOURITE THREE

- Latest News - Planet PlayStation ☐
- PrePlays ☐
- PlayTests ☐
- Greymatter - A-Z ☐
- Cheats and Playing Guides ☐
- Letters/Ask Nino ☐
- Famous Last Words ☐
- It Should Be a Game ☐
- Large Features (eg, Readers Top 50) ☐
- Small Features (eg, Gaming Chair Test) ☐
- A ton of stuff ☐
- Facts & Figures ☐
- Disc contents and instructions ☐
- Sports Profiles (eg, Shane Warne) ☐

Q5. What makes you buy a PlayStation magazine?

- Habit ☐
- Quality of the demo disc ☐
- Headlines on the cover ☐
- Picture on the cover ☐
- An extra gift (eg, CD holder) ☐
- To improve my gaming ability ☐

Q6. How long have you been reading Official Australian PlayStation Magazine?

- Never read it before - this is my first issue ☐
- 6 months ☐

- 12 months ☐
- More than 12 months ☐

Q7. How many PlayStation games do you currently own?

Please state _____

Q8. How many PlayStation games have you bought in the last three months?

Please state _____

Q9. How much have you spent on PlayStation games and equipment in the last month?

- Nil ☐
- Up to \$20 ☐
- \$21-\$50 ☐
- \$51-\$100 ☐
- \$101-\$250 ☐
- \$251-\$400 ☐
- \$401-\$700 ☐
- \$701-\$1000 ☐
- \$1000+ ☐

Q10. What sways you most to buy a game? (tick Top 3: 1 = most important factor, 2 = second most, and 3 = third most):

- Recommendation or review in PSM ☐
- Friends or word on the street ☐
- Advertising of games in magazines ☐
- Advertising of games on TV ☐
- Played the demo and loved it ☐
- Price (eg, game goes Platinum) ☐

Q11. How long have you been playing PlayStation?

- Less than 3 months ☐
- 3-6 months ☐
- 7-12 months ☐
- 1-2 years ☐
- 2-4 years ☐
- 4+ years ☐

Q12. What is your favourite type of PlayStation game?

- Puzzle (eg, *Bust-A-Move 4*) ☐
- RPG (eg, *Final Fantasy VII*) ☐
- Racing/Driving (eg, *Gran Turismo*) ☐
- Fighting (eg, *Tekken 3*) ☐
- Wrestling (eg, *WWF Attitude*) ☐
- Adventure (eg, *Metal Gear Solid*) ☐
- Sport (eg, *Shane Warne Cricket*) ☐
- Platform (eg, *Crash Bandicoot*) ☐
- Shoot 'em up (eg, *Duke Nukem*) ☐
- Strategy (eg, *Command & Conquer*) ☐
- Music (eg, *PaRappa The Rapper*) ☐

Q13. Have you ever accessed the Internet?

- Yes ☐
- No - but planning to in the next 12 months ☐
- No - and not planning to in the next 12 months ☐

If No, go to Q15.

Q14. What do you use the Internet for?

- PlayStation reviews and cheats ☐
- Other videogaming reviews and cheats ☐
- Travel and leisure information ☐
- Car information ☐
- Entertainment and movie information ☐
- Celebrity information ☐

- E-mail ☐
- Playing online games ☐
- Other (please specify) ☐

Q15. Which of the following items have you purchased in the last 12 months?

- Jeans ☐
- Casual/sporting shoes (eg, Nike) ☐
- Casual day wear ☐
- Sporting wear ☐
- Suit/tie ☐
- Caps/bags/accessories ☐
- Designer labels (eg, Stussy, FILA) ☐

Q16. Which of the following do you own?

- Hi-fi system ☐
- TV ☐
- VCR ☐
- Camera ☐
- CD player ☐
- Home computer ☐
- Laptop computer ☐
- Video camera ☐
- Mobile phone ☐
- Other games console (eg, N64) ☐
- Portable CD player ☐
- Ski equipment (eg, snowboard, skis) ☐
- Surf equipment ☐
- Rollerblades/mountain bike ☐
- Skateboard ☐

Q17. What would you like to see advertised in PlayStation Magazine (tick Top 3)?

- Clothing ☐
- Shoes ☐
- Aftershave ☐
- Food ☐
- Computers ☐
- Grooming products ☐
- PlayStation games ☐
- New release films ☐
- New release videos ☐
- New release music CDs ☐
- Alcohol ☐
- Videogame retailers ☐
- Travel ☐

Q18. Which of the following sports do you:

a) Participate in once a month or more?

b) Watch on TV?

c) Watch live?

d) Play on PlayStation?

- | | | | | |
|------------------|-------------------------|-------------------------|-------------------------|-------------------------|
| 1 Aussie Rules | a <input type="radio"/> | b <input type="radio"/> | c <input type="radio"/> | d <input type="radio"/> |
| 2 Basketball | a <input type="radio"/> | b <input type="radio"/> | c <input type="radio"/> | d <input type="radio"/> |
| 3 Wrestling | a <input type="radio"/> | b <input type="radio"/> | c <input type="radio"/> | d <input type="radio"/> |
| 4 Cycling | a <input type="radio"/> | b <input type="radio"/> | c <input type="radio"/> | d <input type="radio"/> |
| 5 Fishing | a <input type="radio"/> | b <input type="radio"/> | c <input type="radio"/> | d <input type="radio"/> |
| 6 Skiing | a <input type="radio"/> | b <input type="radio"/> | c <input type="radio"/> | d <input type="radio"/> |
| 7 Golf | a <input type="radio"/> | b <input type="radio"/> | c <input type="radio"/> | d <input type="radio"/> |
| 8 Rugby League | a <input type="radio"/> | b <input type="radio"/> | c <input type="radio"/> | d <input type="radio"/> |
| 9 Rugby Union | a <input type="radio"/> | b <input type="radio"/> | c <input type="radio"/> | d <input type="radio"/> |
| 10 Running | a <input type="radio"/> | b <input type="radio"/> | c <input type="radio"/> | d <input type="radio"/> |
| 11 Sailing | a <input type="radio"/> | b <input type="radio"/> | c <input type="radio"/> | d <input type="radio"/> |
| 12 Soccer | a <input type="radio"/> | b <input type="radio"/> | c <input type="radio"/> | d <input type="radio"/> |
| 13 Tennis | a <input type="radio"/> | b <input type="radio"/> | c <input type="radio"/> | d <input type="radio"/> |
| 14 Swimming | a <input type="radio"/> | b <input type="radio"/> | c <input type="radio"/> | d <input type="radio"/> |
| 15 Walking | a <input type="radio"/> | b <input type="radio"/> | c <input type="radio"/> | d <input type="radio"/> |
| 16 Bushwalking | a <input type="radio"/> | b <input type="radio"/> | c <input type="radio"/> | d <input type="radio"/> |
| 17 Water sports | a <input type="radio"/> | b <input type="radio"/> | c <input type="radio"/> | d <input type="radio"/> |
| 18 Weights/gym | a <input type="radio"/> | b <input type="radio"/> | c <input type="radio"/> | d <input type="radio"/> |
| 19 Rollerblading | a <input type="radio"/> | b <input type="radio"/> | c <input type="radio"/> | d <input type="radio"/> |

- 20 Diving a○ b○ c○ d○
 21 Car Racing a○ b○ c○ d○
 22 None a○ b○ c○ d○
 23 Other ○

Q19. Do you agree or disagree with the following statements?

a. Advertising in *PSM* provides me with useful product information.

Strongly Agree Agree Neutral Disagree Strongly Disagree
 ○ 1 ○ 2 ○ 3 ○ 4 ○ 5

b. Advertising in *PSM* inspires me to go on a spending spree and buy stuff.

Strongly Agree Agree Neutral Disagree Strongly Disagree
 ○ 1 ○ 2 ○ 3 ○ 4 ○ 5

c. I rent more PlayStation games than buy.

Strongly Agree Agree Neutral Disagree Strongly Disagree
 ○ 1 ○ 2 ○ 3 ○ 4 ○ 5

d. *PSM* gives me essential info every month.

Strongly Agree Agree Neutral Disagree Strongly Disagree
 ○ 1 ○ 2 ○ 3 ○ 4 ○ 5

e. I buy *PSM* because it is better than any other PlayStation magazine on sale.

Strongly Agree Agree Neutral Disagree Strongly Disagree
 ○ 1 ○ 2 ○ 3 ○ 4 ○ 5

f. I'm addicted to PlayStation.

Strongly Agree Agree Neutral Disagree Strongly Disagree
 ○ 1 ○ 2 ○ 3 ○ 4 ○ 5

g. My friends and I often talk about PlayStation.

Strongly Agree Agree Neutral Disagree Strongly Disagree
 ○ 1 ○ 2 ○ 3 ○ 4 ○ 5

h. I usually play PlayStation with a group of friends.

Strongly Agree Agree Neutral Disagree Strongly Disagree
 ○ 1 ○ 2 ○ 3 ○ 4 ○ 5

i. I must play PlayStation by myself.

Strongly Agree Agree Neutral Disagree Strongly Disagree
 ○ 1 ○ 2 ○ 3 ○ 4 ○ 5

j. PlayStation causes friction at home because I'm always on it.

Strongly Agree Agree Neutral Disagree Strongly Disagree
 ○ 1 ○ 2 ○ 3 ○ 4 ○ 5

k. Playing PlayStation is the most important thing in my entire life.

Strongly Agree Agree Neutral Disagree Strongly Disagree
 ○ 1 ○ 2 ○ 3 ○ 4 ○ 5

l. PlayStation is my best friend.

Strongly Agree Agree Neutral Disagree Strongly Disagree
 ○ 1 ○ 2 ○ 3 ○ 4 ○ 5

m. A night home with PlayStation is better than a night at the movies or going out partying.

Strongly Agree Agree Neutral Disagree Strongly Disagree
 ○ 1 ○ 2 ○ 3 ○ 4 ○ 5

n. PlayStation is more important than anything on TV.

Strongly Agree Agree Neutral Disagree Strongly Disagree
 ○ 1 ○ 2 ○ 3 ○ 4 ○ 5

A BIT ABOUT YOU:

Q21. Are you?

Male 1○
 Female 2○

Q22. How old are you?

Under 12 1○
 12-14 2○
 15-17 3○
 18-20 4○
 21-25 5○
 26-30 6○
 31-40 7○
 41-50 8○
 50+ 9○

Q23. Your occupation?

Student - primary 1○
 Student - secondary 2○
 Student - tertiary 3○
 Manual worker/labourer 4○
 Clerical/sales/white collar 5○
 Professional or senior management 6○
 Other (please specify) 7○

Q24. Your total personal income (before tax)?

Under \$20,000 1○
 \$20,000-\$29,999 2○
 \$30,000-\$39,999 3○
 \$40,000-\$49,999 4○
 \$50,000-\$59,999 5○
 \$60,000+ 6○

Q25. What other magazines do you read? (please tick)

Imported games magazines (please list) 1○

Australian games magazines (please list) 2○

Computer magazines (please list) 3○

Inside Sport 4○
Ralph 5○
Rolling Stone 6○
Juice 7○
TV Hits 8○
FHM 9○
Dolly 10○
Big Hit 11○
NW 12○
Max 13○
Esquire 14○
Motor 15○
Street Machine 16○
Wheels 17○
Australian Motorcycle News 18○
 Other (please specify) 19○

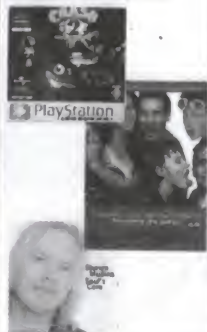
In order to be eligible to win a prize pack, please select a pack by ticking next to the prize box below left, and state in 15 words or less what you would like to see more of in *Official PlayStation Magazine*.



Please tick which prize pack you would like to win (please note: under 18s not eligible for Prize 3)

Prize 1 ○

Crash Bandicoot 2
 Can't Hardly Wait
 Shawn Mullins CD



Prize 2 ○

Cool Boarders 2
 Sci-Fi Double Pack
 Offspring CD



Prize 3 ○

Gran Turismo
 Taxi Driver (Rated R18+)
 Silverchair CD



NAME:

ADDRESS:

PHONE:

CONDITIONS OF ENTRY: 1. Instructions on How to Enter form part of these Conditions of Entry. Entry is open to residents of Australia, other than employees of ACP Publishing Pty Ltd, Sony Computer Entertainment, Sony Music and Columbia Tri Star, their associated agencies and families. 2. The contest closes last mail 24/08/99. Enter using original coupon. The contest will be judged by a panel appointed by ACP at the promoter's premises on 31/08/99. The judges' decision in relation to any aspect of the competition is final and binding on every person who enters. No correspondence will be entered into. Chance plays no part in determining the winner. No responsibility is accepted for late or misdirected mail. All entries become the property of ACP Publishing Pty Ltd, the promoter, 54 Park Street, Sydney NSW 1028 and may be used in future marketing exercises. Entries are to be sent to PSM Survey, PO Box 4089, Sydney 1028. 3. The total prize value is \$7,500.00, valued on 13/07/99. This consists of 75 prize packs - each consisting of a Platinum game, a music CD and a video - valued at \$100 each. Prize is not transferable or redeemable for cash. Any change in value of the prize occurring between publishing date and the date the prize is claimed is not the responsibility of the promoter. 4. Prizewinners will be notified by security post and published in the November issue of *PSM* on sale 27/10/99.